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Be sure to visit our web site at www.HyperScanGamer.com for game tips, helpful hints, newsletters and more.

CONSUMER INFORMATION

Need Assistance? In the US and Canada, service.mattel.com or 1-800-524-B697, MF 8AM - 6PM, ET.

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HYPER SCAN

G A M E



X-MEN

INSTRUCTIONS



Important Ergonomic Information: Repetitive Motion

Some people may experience fatigue or discomfort after playing for a long time. If your hands and arms become tired or uncomfortable during gameplay, stop playing immediately and rest.

If you continue to experience soreness or discomfort during or after play, stop playing and consult your physician.

If your hands, wrists or arms have been injured or strained in other activities, use of your system could aggravate the condition. As necessary, consult your physician before playing video games.

Warning! Photosensitivity And Seizures

Video games may cause a small percentage of individuals to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns on a television screen. Certain conditions may induce epileptic symptoms even in persons who have no history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, consult your physician prior to game play.

It is recommended that parents observe their children when their children play video games. If you or your child experiences any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately and consult your physician.

To reduce the likelihood of a seizure while playing video games:

Sit at least two feet from the screen in a well-lit room.

Reduce the brightness of the screen.

Do not play video games if you are tired.

Take frequent breaks from the games and look away from the screen every once in a while.

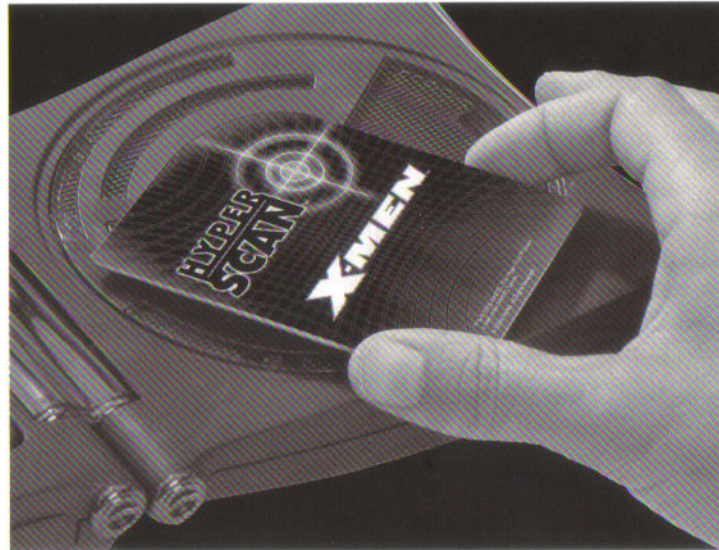
Turn the game off if strange or unusual feelings or body jerks develop.

Using IntelliCard™ Collectible Game Cards

Please follow these instructions carefully.

- Hold your card by the edges with the HyperScan™ logo facing up and the character illustration face down.

- When prompted (onscreen) position the rounded section of the card so the target area hovers directly over the sensor in the CENTER of the glowing red panel (as indicated). Your card should be approximately 1/4 inch from the sensor.
- A sound will confirm a successful scan and your character will appear onscreen momentarily.



- Repeat the process to scan your modification cards.

During gameplay you may scan modification (MOD) cards to enhance and customize your character's fighting skills.

If you scan an incorrect card you will hear a sound indicating that the card you scanned is not suitable for use at that particular time.

Caring For IntelliCard™ Game Cards

Although the patented technology embedded in our IntelliCard™ Game Cards is quite durable, please do not mishandle or mistreat your cards, as abuse will adversely effect their performance.

Handling Your HyperScan™ Format Disc

Keep the game disc clean. Always hold the disc by the edges and keep it in a protective sleeve when not in use.

Clean your disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to the outer edge. Never use solvents or abrasive cleaners on the disc.

Loading Your HyperScan™ Game Disc

Open the console's CD compartment and place the game disc, printed side up, into the compartment on the center hub. DO NOT TOUCH THE LENS! You may then close the compartment cover.

Screen Saver

During periods of inactivity a HyperScan™ screen saver will be set in motion. Press any button to return to the game.

Keep these instructions for future reference as they contain important information.

Contents:

1 Video game disc

6 Game cards

1 Game instruction manual

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

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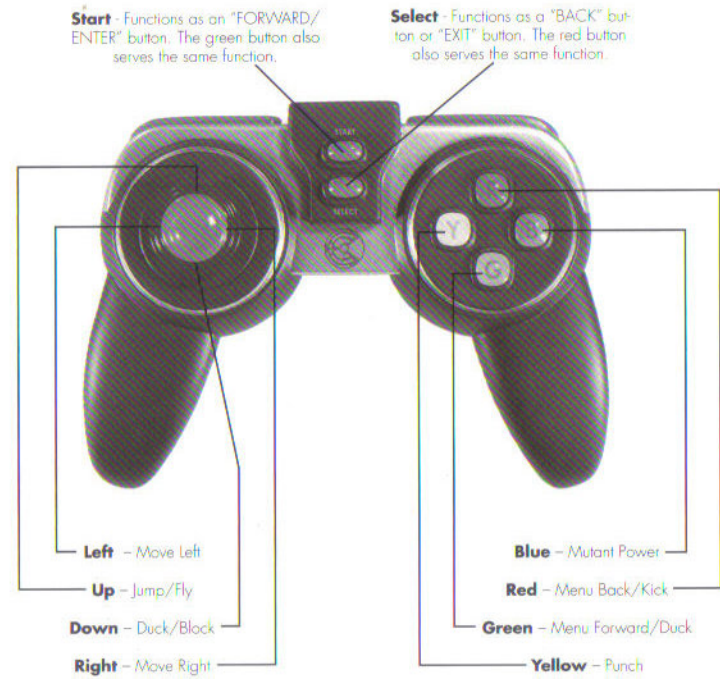
MAIN MENU

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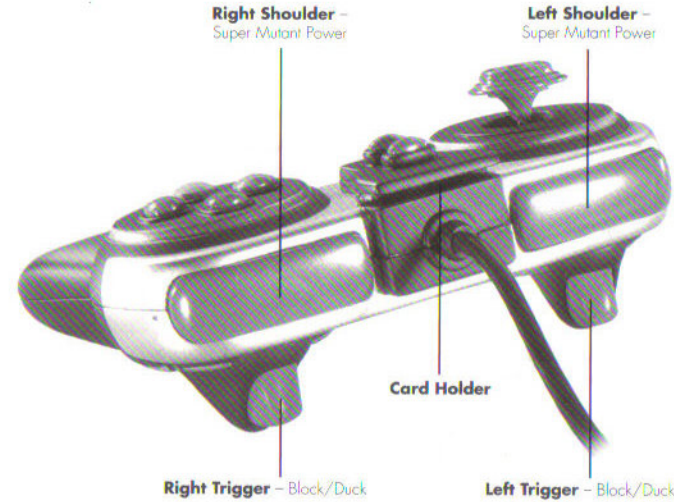
MOD CARDS

COLLECTOR CARD LIST

Controller Configuration



IMPORTANT! Only HyperScan™ controllers are supported by this console. The use of other joysticks, paddles or peripherals may cause damage to your system and will cause it to not function properly.

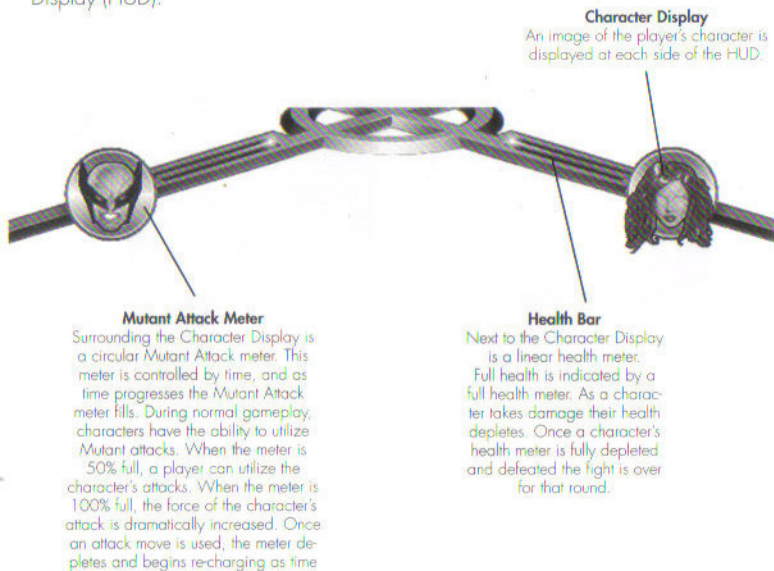


Scanning Cards Before/After A Fight:

When players enter a fight they will be prompted to first scan a character card. Then, the players will be prompted to scan their MOD cards. Different MOD cards will produce various effects. The player(s) then fight. When the fight is complete, the player(s) will be prompted to re-scan their character card(s) to

Heads Up Display (HUD)

During fights, players will be kept informed of the in-game status by means of an onscreen Heads Up Display (HUD).



Character Display

An image of the player's character is displayed at each side of the HUD.

Mutant Attack Meter

Surrounding the Character Display is a circular Mutant Attack meter. This meter is controlled by time, and as time progresses the Mutant Attack meter fills. During normal gameplay, characters have the ability to utilize Mutant attacks. When the meter is 50% full, a player can utilize the character's attacks. When the meter is 100% full, the force of the character's attack is dramatically increased. Once an attack move is used, the meter depletes and begins re-charging as time

Health Bar

Next to the Character Display is a linear health meter. Full health is indicated by a full health meter. As a character takes damage their health depletes. Once a character's health meter is fully depleted and defeated the fight is over for that round.

Story

In the Marvel Universe, X-Men™ are humans who, through a leap in evolution, are born with superhuman abilities. While most mutants are law-abiding citizens, ordinary humans, fearing that with their extraordinary powers these mutants may one day replace them, show public prejudice towards them. This prejudice is worsened by the actions of a Brotherhood of Mutants who, led by the evil Magneto, use their powers to disrupt and dominate human society. In order to protect and build the reputation of decent mutants the benevolent Professor X formed an academy to train mutants to protect themselves from the world of Magneto and other threats. The good forces of characters such as Cyclops, Wolverine, Storm and Phoenix constantly battle the evil ways of Sabretooth, Juggernaut, Toad, Mystique and others.

Game Play

Storm, as well as many others are available from which a player may choose. Players can also choose to side with the Brotherhood of the Mutants and achieve world domination with the evil Sabretooth, Juggernaut, Toad and others.

Main Menu

At the start of the game the player is presented with a Main Menu screen.

Using the joystick, scroll up or down the list of options then press the "START" button to activate your selection.

Quickfight: Selecting Quickfight puts you right in the action, allowing the player to scan a character and fight against a random opponent selected by the computer.

1 Player Tournament: Selecting 1 Player Tournament allows the player to scan a character and MOD cards and fight against a set series of opponents

cards in turn and fight against each other.

Danger Room: Selecting the Danger Room allows a player to practice in computer-generated environments to hone their skills.

Card Evaluation: Selecting Card Evaluation allows players to scan a game card and see the type of card and its current status.

Controls: Selecting Controls allows the player to view the game controller layout.

While in the Main Menu, press either shoulder button to view game credits.

X-Men™ Characters

Wolverine

The most celebrated and hardened fighter in Xavier's school Wolverine is a melee machine. Distance is the only effective defense against him, since his Adamantium claws deliver lethal damage.

Storm

speed is substantially increased while airborne. Her Thunder 'N' Lightning Strike is a fearsome attack, which she can unleash on her opponents.

Cyclops

Cyclops isn't a great Fighting Skills fighter, but his Projection Attack more than compensates. Eye Beam is his bread and butter and it is very effective.

Gambit

Gambit is a capable fighter noted for his flamboyant street-fighting style and ability to deliver Fighting Skills attacks from a safe distance using his staff. His mutant power allows him to imbue any object with latent kinetic energy, causing it to explode on contact. Most famously, he applies this power to playing cards, which he throws with deadly speed and accuracy.

Colossus

The big-hearted, gentle immigrant with a Russian farming background, Colossus' main feature is his enormous strength. With the ability to transform his body tissue into a steel-like sub-

Nightcrawler

Nightcrawler is an extremely agile mutant, being an accomplished former circus acrobat. His Teleportation ability can place him instantly in position to attack his enemy's vulnerable side, and instantly return him again to a safe distance. Fighting against him is a game of anticipation.

Iceman

Iceman has the ability to freeze his enemies in their tracks. While not a fighting character with great strength, he has a good speed rating and a good Energy Projection attack as well as a good defensive ability.

Rogue

With outstanding strength, Rogue is a force to be reckoned with. Her Deceptive Touch drains health and strength from her opponent and adds to her own. Her opponent is finished when this happens.

Jean Grey/Phoenix

The Phoenix Force's embodiment of Jean Grey resulted in the most powerful mutant telepath in existence. Her

Beast

After ingesting an untested chemical formula that triggered mutation and exaggerated his incredible athletic prowess, Beast's skin developed blue fur and he grew significantly larger canine teeth. Though his intelligence is equal to his extraordinary physical strength, it is Beast's brawn for which he is feared. His Irresistible Force is indefensible.

Magneto

Magneto wields total mastery over magnetism and electromagnetic force. He can even manipulate the minerals in his body to make himself effectively many times stronger, as with his Magnetic Fortification ability. His Shrapnel attack attracts dozens of metal fragments from all directions, projecting them at his enemies, resulting in a devastating final attack.

Juggernaut

Juggernaut is the strongest mutant in the Marvel universe and is virtually unstoppable. His attacks are clumsy but deliver incredible damage and his Power of Cyttarak empowers him with

Toad

As dangerous as he is grotesque, Toad is one of the most agile mutants. His jumping ability is unrivaled and he exudes a sticky substance enabling him to cling to walls and ceilings, from which he can launch powerful leaping attacks. His Toxic Spew attack is not only grotesque... but deadly.

Mystique

Mystique is a metamorph who can psionically shift the molecules of her body to increase the effectiveness of Fighting Skills blows. She is also very agile, with an emphasis on combo attacks.

Sabretooth

Sabretooth is a formidable hand-to-hand combatant. His Shredder Attack deals brutal damage to his opponent, and his Throat Rip move displays the savage strength of a wild animal.

Lady Deathstrike

Adamantium molecules give Lady Deathstrike unbreakable bones for

Scarlet Witch

Scarlet Witch uses her powers to affect probability fields. Her Chaos Magik attack works to gain an advantage over opponents.

Omega Red

Armed with lethal airborne toxin abilities, Omega Red is a dangerous enemy. In addition, his carbonadium tentacles are a secondary feature his opponents have to deal with.

The Blob

The Blob is extremely robust and resilient, nearly impervious to all forms of physical and energy damage. His skin is impenetrable and elastic, and he emits a field of super gravity, making himself immovable. Gravity Press is a grappling attack in which his personal gravity is dramatically increased.

The Sentinels

The Sentinels are powered by the same technology as their robotic predecessors and possess superhuman strength and endurance. All Sentinels

If their initial attempt falls short, Sentinels assess all available data to formulate superior tactics. Their weapons vary from jet-propulsion units to wrist-mounted blaster arrays.

Professor X (NPC)

A superior scholar and brilliant mentor, Professor X can be used as a MOD card to increase the skill level of your characters and also provides hints about your opponent when used in Tournament mode.

MOD Cards

Attack Mod Cards – One per Character

Scan these cards to increase the attack skill level of your character.

Defense Mod Cards – One per Character

Scan these cards to increase the defensive skill level of your character.

Finishing Move Cards – One per Character

Scan these cards to create a dramatic finishing move against your weakened opponent.

Note: A player can scan the same Attack, Defense, or Counteraction MOD Card more than once, but only the first scan is actually used during the fight.

Counter Action Mod Cards

Scan these cards to endow your character with special immunities against your opponent.

Danger Room Cards

Ultimate Character Cards

Ultimate Character Cards are special cards of selected mutants with alternate costumes and higher attributes. Ultimate Characters have the ability to scan 3 MOD cards when battling a non-Ultimate opponent and 4 MOD cards if fighting against an Ultimate opponent.

X-Men™ Game Card Color Codes

The frames around the edges of your game cards are color coded to help you quickly identify the type of card and its function.

Character Cards – Purple

Ultimate Cards – Magenta

Attack MOD Cards – Red

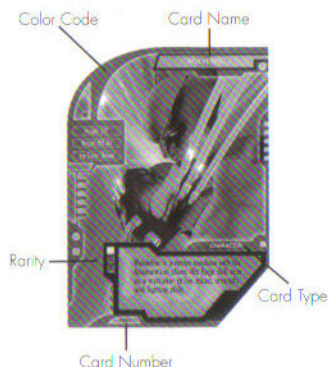
Defense MOD Cards – Green

Danger Room Cards – Blue

Finishing Move Cards – Orange

Rarity

The small vertical squares located at the upper left side of the frame in which the descriptive text appears indicates the card's level of rarity, one dot being the most common and three dots being the least common.



Collector Card List

X-MEN™

Collector Card#	Title	Type
001	Wolverine	Character
002	Lady Deathstrike	Character
003	Adamantium Claws	Attack - MOD
004	Big Chill	Attack - MOD
005	Cyborg Assault	Attack - MOD
006	Strength Room	Danger Room
007	Wolverine	Ultimate
008	Storm	Character
009	Cyclops	Character
010	Iceman	Character

011	Jean Grey/Phoenix	Character	057	Energy Projection Room	Danger Room
012	Magneto	Character	058	Gambit	Character
013	Jean Grey/Phoenix	Ultimate	059	Colossus	Character
014	Mystique	Character	060	Nightcrawler	Character
015	Omega Red	Character	061	Rogue	Character
016	Blob	Character	062	Beast	Character
017	Adamantium Mayhem	Finishing Move	063	Juggernaut	Character
018	Sun Burst	Finishing Move	064	Toad	Character
019	Devastating Optic Blast	Finishing Move	065	Sabertooth	Character
020	Super Freeze	Finishing Move	066	Sabertooth	Ultimate
021	Mental Bolt	Finishing Move	067	Scarlet Witch	Character
022	Shrapnel	Finishing Move	068	Sentinels	Character
023	Spinning Death	Finishing Move	069	Death Dealer	Attack - MOD
024	Rapid Fire Destruction	Finishing Move	070	Kinetic Cover	Defense - MOD
025	Lethal Injection	Finishing Move	071	Brutal Force	Attack - MOD
026	Gravity Press	Finishing Move	072	Steel like Skin	Defense - MOD
027	Accelerated Healing	Defense - MOD	073	Teleportation	Attack - MOD
028	Thunder n' Lightning	Attack - MOD	074	Escape Artist	Defense - MOD
029	Hover Hold	Defense - MOD	075	Absorption	Attack - MOD
030	Vapor-eyes	Attack - MOD	076	Escape Flight	Defense - MOD
031	Cool Head	Defense - MOD	077	Real McCoy	Attack - MOD
032	Below Zero	Defense - MOD	078	Passive Aggression	Defense - MOD
033	Deceptive Touch	Attack - MOD	079	Power of Cyttorak	Attack - MOD
034	Psychic Shield	Defense - MOD	080	Armored Helmet	Defense - MOD
035	Metallic Mayhem	Attack - MOD	081	Amphibian Assault	Attack - MOD
036	Magnetic Maneuver	Defense - MOD	082	Goop Swoop	Defense - MOD
037	Adamantium Skeleton	Defense - MOD	083	Killer Instinct	Attack - MOD
038	Morph Queen	Attack - MOD	084	Rapid Recovery	Defense - MOD
039	Shapely Shifting	Defense - MOD	085	Chaos Magic	Attack - MOD
040	Toxic Tentacles	Attack - MOD	086	Scarlet Leather	Defense - MOD
041	Red Guard	Defense - MOD	087	Mutant Extinction	Attack - MOD
042	Unstoppable Force	Attack - MOD	088	Adaptive Mode	Defense - MOD
043	Superhuman Resistant	Defense - MOD	089	S2 Card Slice	Finishing Move
044	Projectile Shield	Defense - MOD	090	Power Driver	Finishing Move
045	Auto Duck	Defense - MOD	091	Tele-Driver Spin	Finishing Move
046	Resurrect!	Defense - MOD	092	Total Drain	Finishing Move
047	Melee Shield	Defense - MOD	093	Irresistible Force	Finishing Move
048	Triple Strike	Attack - MOD	094	Head Crush	Finishing Move
049	Half as Nice	Attack - MOD	095	Toxic Spew	Finishing Move
050	Projectile Vengeance	Attack - MOD	096	Throat-Rip	Finishing Move
051	Melee Vengeance	Attack - MOD	097	Thermonuclear Holocaust	Finishing Move
052	Professor X	Character	098	Dead Man's Hands	Finishing Move
053	Durability Room	Danger Room	099	Super Shield	Defense - MOD
054	Speed Room	Danger Room	100	Auto Jump	Defense - MOD
055	Intelligence Room	Danger Room	101	Reflective Mode	Attack - MOD
056	Fighting Skills Room	Danger Room	102	Super Speed	Attack - MOD