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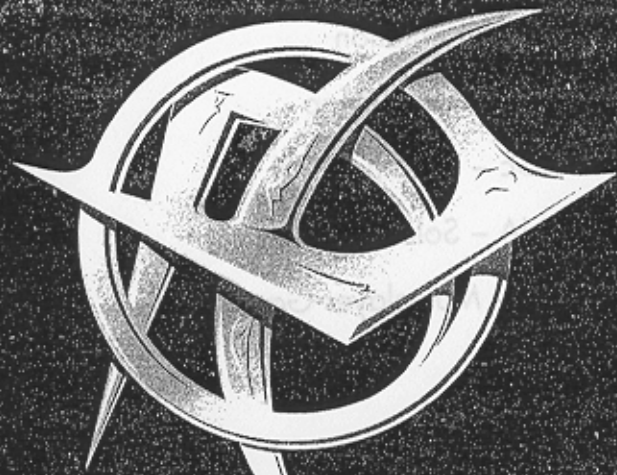
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J60-I



POX™

**For 1 Player vs. the Universe
Ages 8 and Up**

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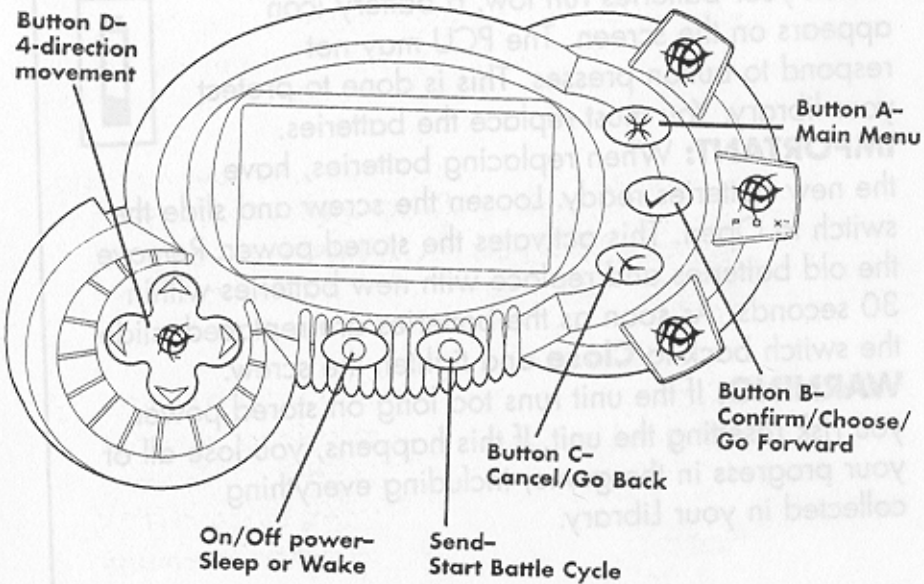
OBJECT

Create and control the most powerful POX Infectors. Send them to battle other Infectors and collect the most Victory Points.

INTRODUCTION

In the game, you create POX Infectors by choosing from your available body parts. In the solo game, use your Infector to work through levels, battle enemy Infectors and win different body parts. In the multi-player game, send your Infectors to battle other players who own POX units. Defeat their Infectors and steal their body parts.

THE CONTROLS OF YOUR POX CONTAINMENT UNIT (PCU)



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THE POX SPECIES

The color of your unit shows which one of the three Species it is. Each species has its own set of special abilities.



The Red Spino have strength, power and force.



The Green Cycro have speed, agility and stealth.

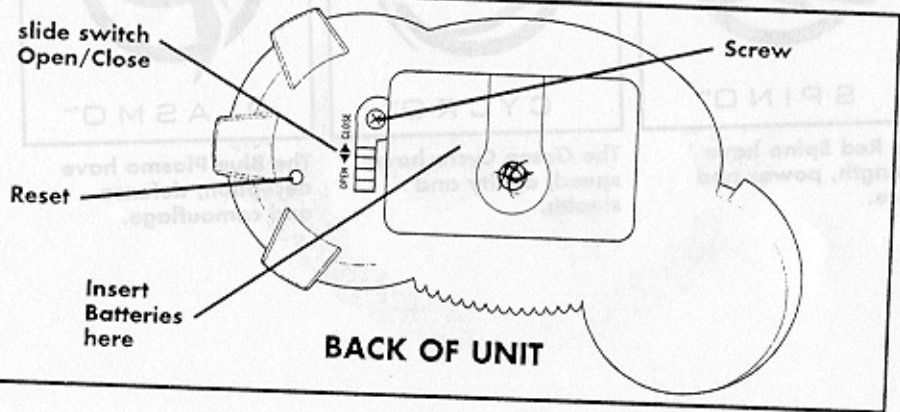


The Blue Plasmo have deception, defense and camouflage.

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BATTERIES

Your POX unit has a slide switch on the battery door. This switch controls the back up power. **To Insert Batteries:** Loosen the screw, then slide the switch to open and remove the battery door. Insert 3 AAA size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door, slide the switch to close and tighten the screw.



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Low Batteries Warning and Replacement:

When your batteries run low, a battery icon appears on the screen. The PCU may not respond to button presses. This is done to protect your library. You must replace the batteries.



IMPORTANT: When replacing batteries, have the new batteries ready. Loosen the screw and slide the switch to Open. This activates the stored power. Remove the old batteries and replace with new batteries within 30 seconds. As soon as the batteries are replaced, slide the switch back to **Close** and tighten the screw.

WARNING: If the unit runs too long on stored power, you risk resetting the unit. If this happens, you lose all of your progress in the game, including everything collected in your Library.

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BATTERY CAUTION:

- 1) As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
- 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

GETTING STARTED

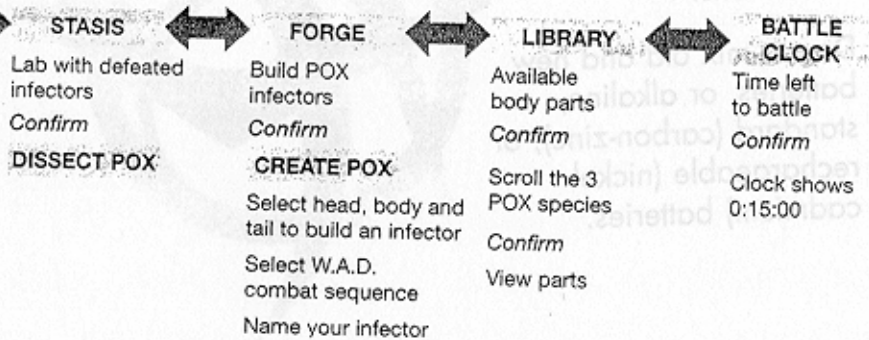
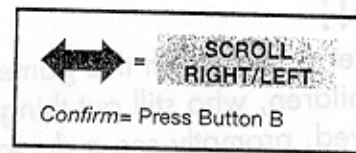
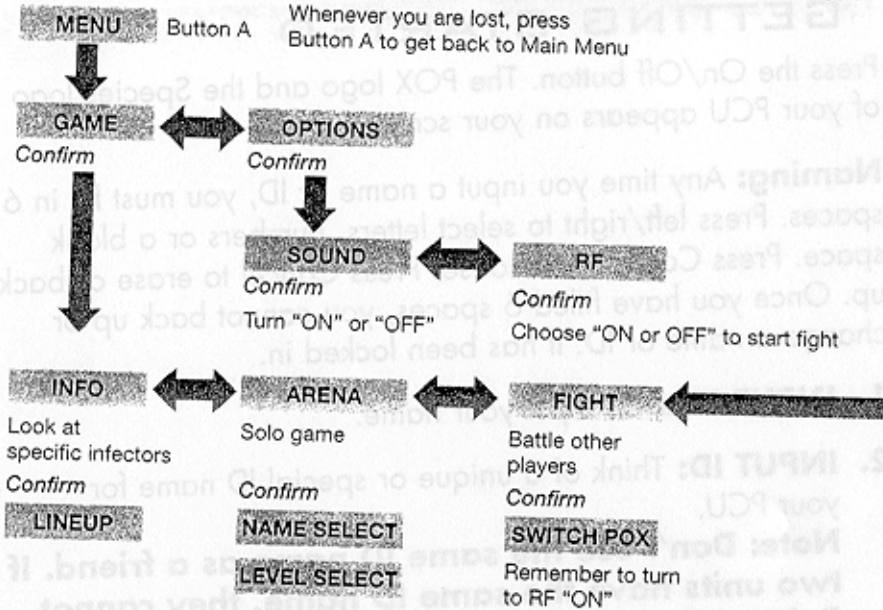
Press the On/Off button. The POX logo and the Species logo of your PCU appears on your screen.

Naming: Any time you input a name or ID, you must fill in 6 spaces. Press left/right to select letters, numbers or a blank space. Press Confirm to choose. Press Cancel to erase or back up. Once you have filled 6 spaces, you cannot back up or change a name or ID. It has been locked in.

1. **INPUT NAME:** Input your name.
2. **INPUT ID:** Think of a unique or special ID name for your PCU.
Note: Don't use the same ID name as a friend. If two units have the same ID name, they cannot fight each other.

If this is your first time using the unit, **FORGE** appears, so you can create a **POX Infector**.

HOW TO MOVE AROUND IN YOUR P.C.U.



FORGE - BUILD INFECTORS

CREATE POX - Press Confirm to build a POX Infector. To create your Infector, you select its body parts. Use left/right to scroll through the list of available body parts. The image of the body part, its part number, screen name and the target POX icons (that show which species the body part is effective against) appear.

1. **HEAD SELECT** - Press left/right to view heads. Press Confirm to select one. Use Cancel to back up or change your selection.



2. **BODY SELECT** - Press left/right to view bodies. Press Confirm to select one. Use Cancel to back up or change your selection.



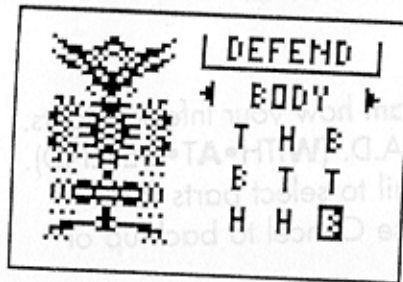
3. **TAIL SELECT** - Press left/right to view tails. Press Confirm to select one. Use Cancel to back up or change your selection.



4. **W.A.D. SELECT** - You must program how your Infector fights. This combat sequence is called W.A.D. (**WITH•AT•DEFEND**). Scroll through Head, Body, and Tail to select parts for W.A.D. Press Confirm to select. Use Cancel to back up or change your selection.

- Attack **WITH**: Choose the body part you want your Infector to attack with (either its head **H**, body **B** or tail **T**).
- Attack **AT**: Choose where you want your Infector to strike its opponent (either the opponent's head **H**, body **B** or tail **T**).
- **DEFEND** with: Choose the body part you want your Infector to use to defend itself (either its head **H**, body **B** or tail **T**).

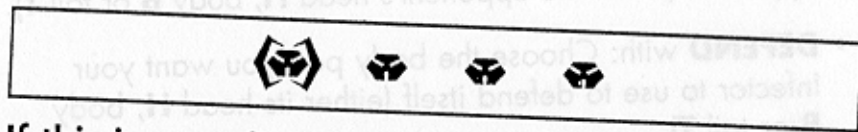
Each battle phase contains three attack/defend rounds. Repeat the three steps two more times to complete the W.A.D. (**WITH•AT•DEFEND**) Combat Sequence. Note: you can assign the same body part over and over again.



In **FIGHT**, you battle with this sequence.

In the **ARENA**, you must reprogram the W.A.D. to defeat enemy Infectors.

5. **INPUT NAME** - Name the Infector you just created. Use 6 spaces as explained in Naming on page 9. This Infector is now stored in your lineup. An icon for this Infector appears at the top of your screen.



If this is your first time playing, the game takes you back to the Main Menu.

NOTE: You can create more Infectors, but only four can be stored in the game.

The Reference Guide: All the POX body parts are listed on the Reference Guide sheet. It lists the special abilities each body part owns. Each body part has three different numbers. Each number has a different target POX species color code. This tells which species the part number is effective against.

Scroll left/right from **CREATE POX** to **PURGE POX** to delete an Infector you created.

1. Scroll through your POX Infectors and choose one to purge.
2. Choose Yes and that POX Infector is cleared from your PCU.

NOTE: You cannot purge the Infector with brackets.



ARENA - SOLO GAME



Object: Collect new body parts and add them to your library. Use these parts to create stronger more powerful Infectors.

1. **NAME SELECT** - Choose an Infector to play. Use left/right to scroll through your lineup and press Confirm. Choose Yes to play that Infector.

2. **SELECT LEVEL** - Use left/right to choose the level you wish to play. If this is the first time you have entered the ARENA, only one level is available. Choose Yes to start. Choose No to back up. Note: There are 17 levels in the Solo game.

3. Use Button D to move through ARENA. Each level includes various tasks and battling opportunities. Doors may be locked, teleporters may take you to another area of the level, and most have secret areas that hold surprises.

NOTE: Press Cancel to see the STATUS of your Infector while it is in the ARENA. Press up/down to see Hit Points, body part names and earned currency. Press Cancel again to return to the ARENA.

Battling in ARENA

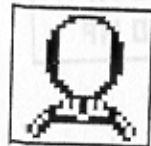
When you bump into an ENEMY POX Infector, its data is shown. Press Confirm to see the ENEMY POX Hit Points. Press Confirm again to do battle. You must program your combat sequence (W.A.D.) for this battle. NOTE: This doesn't change the way you programmed your Infector in FORGE, it changes only for this fight. After you program W.A.D., the battle begins.

STATUS
SPIKE
30 HP
30 HP
30 HP

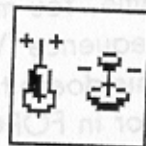
- Hit Points are reduced when your Infector incurs damage to its body parts.
- If the Hit Points of any body part reach zero, your Infector is immediately teleported out of the ARENA, healed and placed back in the LINEUP.
- During any battle you can press Confirm to skip the battle and show the outcome.

- Press the Confirm button to see the end and outcome of the battle.
- Earn currency by defeating Infector enemies and bursting cryopods.

Other things you find in ARENA



Portal: The door you enter to play the level.



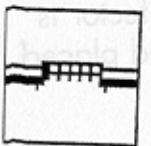
Pylons: Markers that help you identify your location within the level.



Cyropods: Burst them to collect good and bad things.



Currency: Used in the Body Shop to purchase healing.

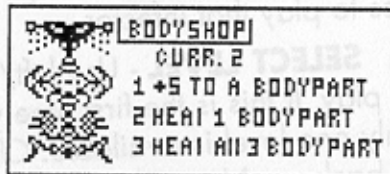


Doors: Some are hidden, closed or locked and you must find the way in.

The Body Regeneration Shop

Each level has a Body Shop where you can use currency to obtain healing proteins and Hit Points for your Infector.

In the shop, your CURR (currency) amount and three items and their costs are displayed. You can only purchase items if you have the currency to spend. To leave the Body Shop press Cancel.



You can spend as much CURR as you have available.

The POX Overspore

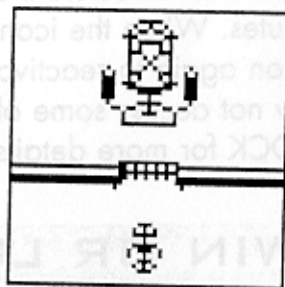
You cannot battle the Overspore if you have not completed all your tasks in each level. Battle it as you battle the other enemies in ARENA. Once you defeat the Overspore, go on to burst the cyropod holding a new body part and collect it.

You must then **SELECT** which species you want the part to target. Pick one of the three choices and add it to your Library. Learn more about body parts in the Reference Guide sheet.

The additional body part builds up your Library and allows you to build stronger more powerful Infectors. All the body parts in your ARENA belong to your Species. Collect other Species' body parts by fighting other players.

After you collect the body part, your Infector is healed and sent to the next level.

Press Main Menu to leave the ARENA at any time.



The Overspore guards the cyropod that contains a body part. Defeat the Overspore and burst the cyropod to collect the part. Add it to your Library.

FIGHT - MULTI-PLAYER GAME

You need two **POX** Units to play this section of the game.

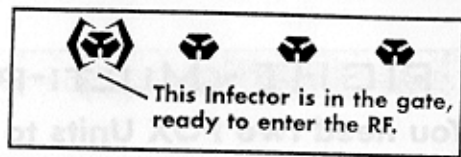
Object: Defeat other players' Infectors, dissect them and collect their body parts. Try to win the most victory points.

Create four Infectors (a full lineup) before you go to FIGHT. The Infector in brackets fights in the RF. The remaining Infectors defend your PCU from Intruders.

The RF (Resonance Field)

The RF is the wireless technology that transmits Infectors out of the PCU. You can fight other players up to 30' away. The RF works through coats and backpacks. It may also work through some obstacles and some walls. Set up your PCU to begin transmitting before you enter an area where others are playing. The battle takes place automatically.

SWITCH POX - To put a different Infector in the gate, choose SWITCH POX. Scroll left/right to move the bracket



to the Infector you want to send to the RF, and press Confirm. If you have only one Infector, it automatically goes into the gate.

STARTING THE FIGHT

If the Infector you wish to send to the RF is in the gate (with brackets around it), you are ready to Fight. To begin the battle, you must first turn on the RF.

Press Button A (Main Menu). Use left/right to scroll to OPTIONS, press Confirm. Scroll to RF, press Confirm. Scroll to ON and press Confirm. Press the SEND button and the battle cycle begins.

The Battle Cycle: When the battle cycle is active, the transmit icon appears. Your Infector can battle other Infectors it encounters for approximately 5 minutes. When the icon disappears, you must press the SEND button again to reactivate the battle cycle. During this time, you may not access some of the areas in your PCU. See BATTLE CLOCK for more details about time in the RF.



WIN OR LOSE

When your Infector meets another player's Infector in the RF, your PCU makes a beeping sound. This means a battle has occurred. Check your unit and STASIS periodically to see your progress.

If your Infector is victorious: You collect the defeated Infector. It is now stored in your STASIS area for dissection. See STASIS for more details. You collect 1 victory point for your Infector and 1 for your PCU. Your screen continues to show your Infector.

If your Infector is defeated: An Intruder Infector appears on your screen replacing your Infector. This Intruder locks up your UNIT until you defeat it. Go to Main Menu, GAME, then FIGHT. Choose ATTACK GATE and choose another Infector from your lineup to try and defeat the Intruder. Choose confirm, then YES and the battle continues inside your PCU. You can continue doing this until you have exhausted your lineup, or defeated the Intruder.



The Intruder is blacked out on your screen. Send Infectors from your Lineup to battle it.

Beware. An Intruder that remains in your PCU after the battle clock runs down disappears, but it deactivates one of the body parts in your library. You must play the ARENA level where the part was collected to reactivate it. **If Infectors battle to a tie**, each Infector is thrown back to its PCU.

REPLAY - After a battle, you can view an animation sequence that shows the last battle fought. Press Confirm to show the victor.

STASIS

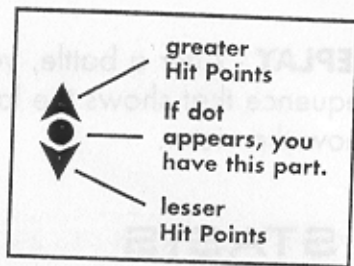


The Stasis Lab stores defeated Infectors until you dissect and purge them. Up to 8 may be stored at one time. Choose between **DISSECT POX** and **PURGE**.

DISSECT POX - Use left/right to scroll through the Infectors that are in Stasis. Press Confirm to view body parts. If a dot appears next to the body part, you already have it. If the part has a greater hit point value than the one in your Library, you see an up arrow above the dot. You may choose this part to increase the Hit Points of the part you already own. If you see a down arrow below the dot, the part has less Hit Point value and should be purged.

You may only dissect one of the three body parts from each Infector. Move up/down to highlight a body part. Press Confirm to select and add it to your library. The remaining parts are purged and that Infector is destroyed.

PURGE - If the Infector has nothing of value to you, PURGE it from STASIS. It is destroyed.



LIBRARY (BODY PARTS)



The **LIBRARY** lists all the body parts you own or have earned that are stored in your PCU. They are divided by species. Use left/right to scroll through the three species. Press Confirm to see the species list of parts.

Use up/down to scroll through the parts within a species.

The body part, its number, name, the 2 target POX species it is effective against, and hit points are shown.

All of the Body Parts are shown on the Reference Guide sheet.

	LIBRARY INFO
127	OCCULARI 6R
128	OCCULARI 6S
129	OCCULARI 6B

INFO



INFO displays all the information about the Infectors you created and your PCU. Choose between **LINEUP** or **PCU**.

LINEUP - Use left/right to display an Infector. The Infector icon above POX INFO blinks to show which Infector is displayed. Its name and victory points are shown. Press down and all statistics scroll by (number, name of head, body and tail parts, the species each part is effective against and its Hit Points). Press down again to view the Infector's W.A.D.

PCU This displays your name, the ID name of the PCU and the total number of victories.

BATTLE CLOCK



Once you have started Battle you have 15 minutes to combat other POX. If an intruder infects your PCU you must clear it before the Battle Clock runs out. While the Battle Clock is running, you may not replace the POX in your gate.

As the clock runs down, the sections disappear one at a time.

TROUBLESHOOTING

- **RESET BUTTON:** To reset the game at any time, press this button. Warning: This resets the game to the beginning. You lose all your Victory Points and the Library parts you collected.
- **SLEEP MODE:** If the image on the screen disappears, the unit has gone to sleep. Press the ON button to wake it up.
- Handle the game carefully.
- Use the clip to wear it on a belt.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries.
- Avoid dropping the game as much as possible.

FAA Regulations

Caution: Since your POX unit uses RF technology similar to that found in cellular phones, DO NOT use POX on board aircraft. Please turn off your POX when travelling by air.

FCC Statement

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 any interference that may cause undesired operation. 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:

1. Reorient or relocate the receiving antenna.
2. Increase the separation between the equipment and receiver.
3. Consult the dealer or an experienced radio/TV technician for help.

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.



REFERENCE GUIDE

How to use this Reference Guide:

This guide is a list of all known body parts and documented abilities. It is to be used as a guide to help the Agent track progress in collecting body parts, to plan what combinations of body parts work best for their selected species and to educate a new player about the use of the parts in the W.A.D. combat sequence. It is divided by species and each part listed has a description of how it functions if activated in combat.

ABILITIES: All body parts of a POX Infector are bio-mechanical weapons systems that are effective against all species of POX Infectors. Each body part has a unique ability that effects the combat sequence or does additional damage when it's used to attack or defend.

TARGET SPECIES: These abbreviated letters represent the color/species targets that an ability will activate against in combat.

RG -Activated when unit fights a Red or Green Unit

GB -Activated when unit fights a Green or Blue Unit

BR -Activated when unit fights a Blue or Red Unit

LAYOUT: This is an overview of the layout of each body part as it appears in the Reference Guide (Target Species Code)

	↓					
	000 RG	SHORT NAME (Full Name)	Body Part	Type	Frequency	Trigger
(Part Code)	000 GB	Flavor text part description in detail				
	000 BR					
		<i>Effect: (the basic effect of the part in combat)</i>				

W.A.D.(WITH*AT*DEFEND)COMBAT SEQUENCE:

9 variables that you program into your POX Infector: With, At and Defend. Example: T B H
B T H

FREQUENCY & TRIGGERS: These are definitions of how the abilities activate in combat. Some definitions indicate when the activation takes place in combat. T B B

1 Activation - This ability is activated only once in combat.

Always - This ability is always active.

Before - Ability that is activated before the first combat phase

Automatic - Ability that is activated automatically.

Hit Trigger - Ability that is activated when it hits vs. a body color.

Blocked Trigger - Ability that is activated when it makes a block vs. a body color.

Damage Trigger - Ability that is activated when it takes damage vs. a body color.

Bump Trigger - Ability that is activated when it is blocked vs. a body color.

NORMAL DAMAGE: A body part used to attack does damage when it hits an opponent. This damage is 10% of the attacking body parts hit points.

Example: A body part with 30 HP will do 3 points of normal damage when it hits an opponent.

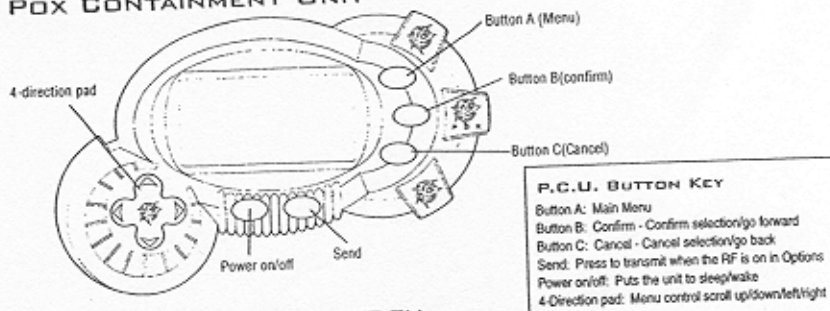
SPECIAL DAMAGE TABLE: This table should be used when assigning *SPECIAL* or extra damage. The damage is determined by the number of Hit Points of the attacking body part.

If body part HP= 30-100 then Special Damage= 3 If body part HP= 110-200 then Special Damage= 7

If body part HP= 210-300 then Special Damage=11 If body part HP= 310-400 then Special Damage= 15

If body part HP= 410-500 then Special Damage= 20

POX CONTAINMENT UNIT



SPINO™ (RED)

(Spinoblast Violidae) Abilities: Power/Strength/Force
 Scientists first cataloged this species because the virulent and aggressive tendencies were so pronounced that they immediately struck out at every type of active or passive probe directed at them. The neuromuscular response was measured as a total output of all available energy.

HEADS



- 001 RG PRIME-NO (Primary Acronodes) Head 1 Activation Before
 002 GB Neuroscanning organ that examines an opponent before battle begins.
 003 BR The scan does minimal damage to all parts of an opponent.
Effect: All opponents body parts are damaged before combat begins for 10% attacker's HP.



- 004 RG DUALNODE (Dual Phase Acronodes) Head 1 Activation Before
 005 GB Cranial power storage gland that doubles the attack strength of the first
 006 BR attacking body part. Drained until combat is over.
Effect: This Infector's first strike is doubled, if blocked then no effect.



- 007 RG CRIMSON (Crimson Plague Acronodes) Head Always Before
 008 GB Acidic neuroscanner that does medium damage to an opponent but has a
 009 BR feedback feature that damages the attacker as well.
Effect: Does 5 damage to each body part on both Infectors at the beginning of each loop.





- 010 RG TRINODE+ (Triphase Adrenal Acronodes) Head Always Before
 011 GB Adrenal gland that greatly enhances the damage dealt by the body called
 012 BR Trispore (Triphase Spores).
Effect: This ability doubles all damage dealt by the Trispore ability for remainder of combat.





- 013 RG ADRENODE (Adrenal Acronodes) Head Always Before
 014 GB Oversized adrenal glands that double the damage of all attacking body parts.
 015 BR *Effect: All damage this Infector deals is doubled for remainder of combat.*


BODIES


 016 RG TRISPORE (Triphage Spores) Body Always Hit Trigger
017 GB Body that divides its damage into a toxic packet with 3 chambers. If it hits the
018 BR packet explodes and delivers damage to all 3 of the opponent's body parts.
Effect: Special damage is spread out evenly among opponent's three sections.


 019 RG TRAMPLES (Trampler Spores) Body Always Hit Trigger
020 GB This body part ejects spores that absorb energy from the target part they hit.
021 BR This energy is transferred back to the attacker and added to the next attack.
Effect: Phase 1 damage = 10% HP, phase 2 damage = 20%, repeat.


 022 RG ADAPTIVE (Adaptive Blastocytes) Body 1 Activation Bump Trigger
023 GB These "smart" blastocytes are capable of reprogramming themselves to go
024 BR around a defender's blocking body part on the first phase of combat.
Effect: If blocked on first strike, this ability changes the "A" in WAD. If H to B. If B to T. If T to H.

 025 RG H-PHASER (Cranial Amphasers) Body Always Hit Trigger
026 GB In addition to normal damage, this part introduces specialized corrosive
027 BR compounds that target the structures common in all head body parts.
Effect: This section also damages the head for additional damage. 10% HP.


 028 RG B-PHASER (Abdomic Amphasers) Body Always Hit Trigger
029 GB In addition to normal damage, if this part makes a successful hit, it sends
030 BR electrical impulses that targets structures common in all body parts.
Effect: This section also damages the body for additional damage. 10% HP.


 031 RG T-PHASER (Thorax Amphasers) Body Always Hit Trigger
032 GB If it makes a successful hit, this part releases a resin-like substance that
033 BR renders tail body parts brittle and causes additional microfracture damage
Effect: This section also damages the tail for additional damage. 10% HP.


 034 RG EXPANDER (Expanding Blastocytes) Body Always Hit Trigger
035 GB This part uses the kinetic energy of an attack and replicates explosive
036 BR Blastocytes within itself and adds them each time it hits.
Effect: Damage is cumulative for each loop.


 037 RG TITAN-NI (Titanetic Nerve Inductors) Body Always Bump Trigger
038 GB These are self-destructive leech-like structures that attach themselves to the
039 BR target and explode when the target blocking reflex relaxes.
Effect: If blocked, this ability will still deal 3 HP damage.


TAILS


 040 RG ONESHOT (Single Packet Ferratoxin) Tail 1 Activation Hit Trigger
041 GB This part carries a single blister packet of corrupt toxin that it delivers to a target
042 BR its first strike. It spends this packet all at once and does regular damage thereafter.
Effect: On the first strike, this ability deals 50% HP for the first hit, normal damage every hit aft


 043 RG B-LATHE (Brutalathe) Tail Always Hit Trigger
044 GB This spinning bladed behemoth weapon adds extra damage when it is retracted
045 BR after a successful hit.
Effect: This ability assigns damage at .15* HP.

 046 RG HED-ACHE (Cranial Discoider) Tail Always Hit Trigger
047 GB This weapon contains special enzymes that are designed to break down the
048 BR subcranial membrane that is common to all body sections. As a result it doubles
the amount of damage if it hits an opponents head.
Effect: This section doubles the damage it would deal if successful on a head shot.

 049 RG BOD-ACHE (Abdomic Discoider) Tail Always Hit Trigger
050 GB This weapon contains special enzymes that are designed to break down the
051 BR fixator muscles common to all body sections. As a result it doubles the amount
of damage if it hits an opponent's body.
Effect: This section doubles the damage it would deal if successful on a body shot.

 052 RG TAL-ACHE (Thorax Discoider) Tail Always Hit Trigger
053 GB This weapon contains special enzymes that are designed to break down the
054 BR skeletal underpinnings that are common to all Body sections. As a result it
doubles the amount of damage if it hits an opponent's tail.
Effect: This section doubles the damage it would deal if successful on a tail shot.

 055 RG FISSFUSS (Fission/Fusion Duct) Tail 1 Activation Bump Trigger
056 GB This body weapon is triggered by the first blocking reflex it encounters on an
057 BR opponent. It excretes a sticky burning resin to the blocking part for extra damage
Effect: This section deals 3 HP damage to the first body part that blocks it.

 058 RG REOPPRSR (Relay Coil Oppressors) Tail Always Hit Trigger
059 GB The Relay Coil takes all the available electrical energy from all other body parts
060 BR into itself and shoots this out in one tremendous explosive discharge. As a result
it shuts down all the other attached body parts to attack.
Effect: This ability gives up all other attacks to lay one big hit on opponent.



CYCRO™(GREEN)

(Cycrocyte Violidae) Abilities: Speed/Agility/ Stealth

This species was harder to classify because their movement is so fast and agile they only appear as a visual smear on the scanners. A pheromone trace program and frame rate adjustment of the scanner allowed scientists to finally see them in detail.

HEADS



064 GB **ADVANCER** (Advanced Reflex Acronodes) Head 1 Activation Before

065 BR The enhanced electrical connections between this head and other attached body parts allows for a first strike capability.

Effect: Player goes first in combat.



067 GB **AGRESS-R** (Cyclic Aggression Regulator) Head 1 Activation Before

068 BR The analytic quality of this head is used to read the defensive sequence programmed into an opponent. If no hit is possible, it rotates the attack order of its own parts to compensate. Example: If A is HBT, no hit is possible. Next phase A is THB.

Effect: If the A in WAD does not allow a possible hit, then rotate attack order.



070 GB **D-SCRAMB** (Cyclic Defense Regulator) Head 1 Activation Before

071 BR This is the defensive adaptation of the Aggression Regulator. It analyzes an opponent's attack sequence and actually reprograms it to attack the head, body and tail. (Hint: when using this part, always defend H,B,T)

Effect: If opponent targets 1 body part with all 3 attacks, opponent attack reassigned to H,B,T.



073 GB **AC-RELAY** (Adreno Cortex Relay) Head Always Before

074 BR This head recycles unused energy from other body parts and as a result adds 075 RG an additional strike to itself each phase.

Effect: This ability adds 1 to the number of strikes by the Ac-relay.








076 GB **HASTENER** (Hastrionic Gland Strike) Head Always Before

077 BR This gland stores extra energy that allows another body part an additional attack 078 RG per phase.

Effect: This Infector gets one extra attack per round. It's first.

BODIES

-  **079 GB FIRSHIT** (Hyperkinetic Blastophage) Body 1 Activation Hit Trigger
080 BR On their first hit, these phages latch on to an opponent and feed energy back to
081 RG the source and use it to replicate, recharge and re-attack a total of 3 times.
Effect: Attacks 3 times on the first hit.
-  **082 GB DISPLACR** (Displacer Glands) Body Always Damage Trigger
083 BR These expansive blister-like structures take damage and diminish its effect by
084 RG spreading it throughout the rest of the Infector parts.
Effect: Takes the damage then spreads it around to all 3 sections.
-  **085 GB REFLEXIV** (Reflexive Carapace) Body Always Damage Trigger
086 BR This shield-like shell has an automatic defense mechanism that blocks a
087 RG second attack even if it is not programmed to do so.
Effect: If hit, Reflexiv blocks the next hit that would damage it.
-  **088 GB ABT-DUCT** (Abdo Thorax Inductor) Body Always Hit Trigger
089 BR Destructive probing barbed fibers damage the body and tail sections on an
090 RG opponent first, then target one of those 2 parts, and repeats this sequence.
Effect: Does damage to all three sections, then just one, then repeat to three.
-  **091 GB S-CANNON** (Toroidal Spore Cannon) Body 1 Activation Hit Trigger
092 BR A rapid-fire Spore Cannon with rotating barrel shaped structures fires a burst of 6
093 RG spores almost instantly when it attacks.
Effect: Attacks 6 times on the first hit.
-  **094 GB JD-RESIN** (Jade Resin Carapace) Body 1 Activation Damage Trigger
095 BR This break-away Carapace deflects the energy of the first attack against it back
096 RG to the attacker.
Effect: Deflects the first hit against it.
-  **097 GB CHAOS-AC** (Chaosite Accumulator) Body 1 Activation Hit Trigger
098 BR This part creates a new energetic molecule when it attacks called Chaosite.
099 RG Chaosite uses a type of organic fusion to replicate itself while generating more
energy. This allows the actual weapon appendages to strike faster every time it's
used to attack.
Effect: Gives itself cumulative strikes every round.
-  **100 GB GRAFTERS**(Adrenal Graft) Body Alway Damage Trigger
101 BR This weapon delivers normal damage but has an effective automatic defensive
102 RG mechanism. If this weapon is hit, it takes part of the damage and feeds it back
to all 3 of the opponent's parts.
Effect: Deflects the damage back to each of opponent's body parts.

TAILS

-  **103 GB ACIDIC-C** (Acidic Capacitor) Tail Always Hit Trigger
104 BR This weapon adds unstable acidic compounds that if it hits, spreads it's effect to
105 RG all of the opponent parts, then to just the head and tail, and lastly the body before
it builds up strength and can damage all 3 parts again.
Effect: Does damage to all three sections, then two sections, then one, then repeat back to three
-  **106 GB VSPITTER** (Stun Venom Spitter) Tail 1 Activation Hit Trigger
107 BR This weapon adds a gooey venom that stuns and temporarily paralyzes
108 RG the part it hits for 5 rounds of combat.
Effect: This ability stuns an opponent's ability for 5 rounds on its first strike.
-  **109 GB EX-TOXIF** (External Toxifilter) Tail Always Damage Trigger
110 BR This series of membranous outer coverings automatically absorbs all damage
111 RG for 4 rounds before they break and let the damage come through. They quickly
regenerate to absorb more damage again.
Effect: Accumulates the damage, then applies it all every 4 rounds.
-  **112 GB B-WHIPS** (Berserker Wire Whips) Tail Always Hit Trigger
113 BR This extremely fast weapon system fires semi-metallic bladed whips
114 RG 3 times in 1 round of combat. The price it pays to deliver such a tremendous
assault is that it must recharge for 3 rounds before it can be used again.
Effect: Attacks for accumulation of 3 times on 1 phase and then is stunned for 3 rounds.
-  **115 GB WEBSHED** (Diffusion Web Shield) Tail 1 Activation Damage Trigger
116 BR The web-like structure of this body part is linked to the other 2 parts in such a
117 RG way that when it is damaged, it actually borrows energy and material to
reconstruct itself.
Effect: If damaged, this body part takes 1/2 HP from other body part and adds to itself.
-  **118 GB CHAOS-X2** (Chaosite Doubler) Tail Always Hit Trigger
119 BR This is another weapon system based on the Chaosite organic fusion system. It
120 RG is advanced however in that it doubles the number of cumulative attacks it can de-
every round.
Effect: Gives itself cumulative strikes (2X strikes) every round.
-  **121 GB BD-MIMIC** (Abdo Mimic) Tail 1 Activation Hit Trigger
122 BR This weapon has no integrated attack system of it's own. It is a chemical factory
123 RG made of polymimetic matter that can copy the structure and abilities of the first box
it makes contact with in combat.
Effect: This section becomes a copy of the first body body part it hits.

124 GB
125 BR
126 RG

CLASSIFIED



PLASMO™(BLUE)

(Plasmocid Violidae) Abilities: Deception/Defense/Camouflage

The last species was the hardest to classify. Originally there were thought to be only 2 but background disturbances caused by a local battle brought them to our awarer. Natural camouflage adaptations have created a wonderfully complex defensive architecture that includes energy screens and active energy-refracting camouflage.

HEADS



127 BR OCCULARI (Ocular Interference) Head 1 Activation Before

128 RG This spinning resonator creates a disruptive psychospheric probe that cancels an

129 GB opponent's first attack including it's ability.

Effect: First opponent attack is cancelled.



130 BR AZURHALO (Azur Halo) Head 1 Activation Before

131 RG This part-energy distortion field around the entire Infector that reduces the first

132 GB incoming attack damage by 1/2.

Effect: First damage applied to is reduced by 1/2.



133 BR D-COMBIN (Dorsal Accelerator) Head Always Before

134 RG This cranial enhancement allows the body part Dorsal Recombinator to double

135 GB the amount of attack damage it can deal back to an attacker.

Effect: Doubles the damaged Re-comb+ takes in.



136 BR HELMET-P (Plated Helmatte) Head 1 Activation Before

137 RG This head has a series of camouflaged overlapping silicate plates that protect it

138 GB from all normal damage for 5 rounds before the plates are worn down.

Effect: Protects head from damage for 5 rounds.



139 BR CARAPACE (Honeycomb Carapace) Head Always Before

140 RG Despite its airy honeycomb structure, this light and amazingly strong covering

141 GB protects the entire Infector it's attached to and can reduce the damage done to any part by 1/2.

Effect: All damage dealt to an Infector with this part is reduced by 1/2.

BODIES



142 BR RE-COMB+ (Dorsal Recombinator) Body Always Blocked Trigger

143 RG This weapon's strength comes from its use as a blocking device. A series of internal

144 GB helical energy loops absorb all the damage and add that energy to its next attack.

Effect: If it blocks, it absorbs damage that would be dealt, and adds the damage to its next hit.



145 BR MICROGFT (Receptor Micrograft) Body Always Damage Trigger

146 RG The fibrous outer covering of this part automatically regenerates itself and in a

147 GB combat situation, heals 10% of any damage inflicted on it each round.

Effect: Takes the damage, then heals itself for 10%.



148 BR W-MATRIX (Wilynetic Screen Matrix) Body 1 Activation Damage Trigger

149 RG This part generates an adaptive energy shield that can change the defensive

150 GB programming of the Infector it's attached to.

Effect: If hit, W-matrix changes the "D" in the WAD. If H to B. If B to T. If T to H.



151 BR L-SHIELD (Elastin Shield) Body 1 Activation Damage Trigger

152 RG The special elastin in the outer fleshy casing of this part is capable of converting

153 GB the damage of the first attack directed against it into healing proteins.

Effect: On first hit, instead of taking the damage, it gains the damage in HP.



154 BR NEGADAPT (Adaptive Negator) Body Always Damage Trigger

155 RG When damaged, this "intelligent" part reads the nerve impulses that control the

156 GB special ability of any part directed against it and sends a feedback signal that shut down the attacking ability.

Effect: When hit with special, cancels any special ability against it.



157 BR EC-BLAST (Endothoracic Ectoblast) Body 1 Activation Damage Trigger

158 RG This part secretes a gelatinous ectoplasmic material that converts the first

159 GB damage done to it and is absorbed through the outer covering creating and replicating regenerative proteins, to double the damage into temporary hit points.

Effect: On first hit, instead of taking the damage, it gains the damage in HP (2X incoming damage)



160 BR HYPGRAFT (Receptor Hypergraft) Body Always Damage Trigger

161 RG This is a more complex and superior version of the fibrous Microgft body part.

162 GB Here the fibers are woven into a matrix and saturated with a resin that converts even more damage to healing proteins.

Effect: Takes the damage, then heals itself for 1/4.



163 BR SHADOW-A (Shadophasic Armor) Body Always Damage Trigger

164 RG This armor plating defies total examination as it appears to shift its entire

165 GB molecular structure when scanned. It appears to only exist partially. As a result, half of an attacker's damage passes right through it.

Effect: All damage targeting Shadow-a is reduced to 1/2.



166 BR V-RECOIL (Ventral Recoil) Tail Always Damage Trigger

167 RG The differentiated layers of shifting cytoplasm that makes up this part explodes

168 GB outward when it is damaged and delivers one half of the damage dealt to it back to the attacker.

Effect: Takes the damage but also damages the attacking body part by 1/2 of damage taken.



169 BR RECOCOON (Reflexive Cocoon) Tail Always Damage Trigger

170 RG This tail has a set of spinnerettes integrated into its defensive system that when

171 GB damaged, spews forth thousands of microfilaments to surround the entire infector in a temporary defensive cocoon that prevents all damage in the next phase of combat.

Effect: Takes the damage but sets up a shield on all three sections for next phase.



172 BR GALVANIC (Galvanic Suppressor) Tail Always Damage Trigger

173 RG Constructed of a super slippery material that resembles a composite of plastic

174 GB and metal. Limits the amount of damage that can be done to this tail.

Effect: Can only be hit for the amount of 10 damage each phase.



175 BR ISOGRAFT (Isograft Limiter) Tail 1 Activation Damage Trigger

176 RG This deceptively weak attacking part invisibly grafts a mecha-bacterial feedback

177 GB loop onto an opponent when it makes a hit. This bacteria carries the damage it does back to the host part where it is consumed and converted to heal the host back to full strength.

Effect: Does regular damage, but then heals all of its own body parts back to original HP.



178 BR DIFFUSOR (Symbiotic Diffusor) Tail Always Damage Trigger

179 RG A matrix of homogeneous material in a matrix of cartilage that effectively reduces

180 GB all damage directed against it by 1/2.

Effect: All damage targeting Diffusor is reduced to 1/2.



181 BR UNDER-PL (Homeostatic Underplating) Tail Always Damage Trigger

182 RG A translucent undershell composed of layers of calcite interspersed with separating

183 GB membranes. Stores damage done to it and releases it slowly over time.

Effect: Accumulates the damage, then applies only 1/3 of the accumulated damage each time it's reactivated.



184 BR EMP-SHOK (EMP Shock Core) Tail 1 Activation Damage Trigger

185 RG The biomechanical core of this tail contains electromagnetic radiation that can be

186 GB fed back to an attacker when it is damaged disrupting all neural and mechanical function of the attacking part for the rest of combat.

Effect: Takes the damage but then shuts down the attacking body part for rest of the battle.

187 BR

188 RG

189 GB

CLASSIFIED

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