

EXHIBIT A

[FCC Ref. 2.1033(b)(3)]

"Installation and Operating Instructions
Furnished to the User"

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free).

Canadian Consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H3X6

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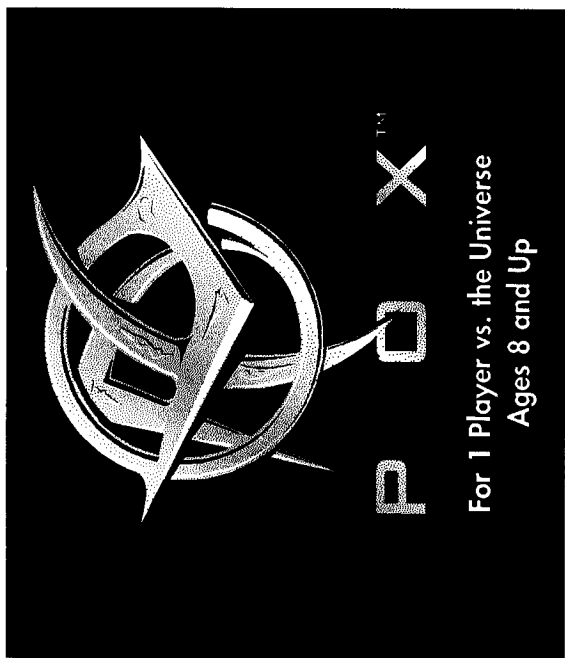


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FCC Statement

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.

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.

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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.

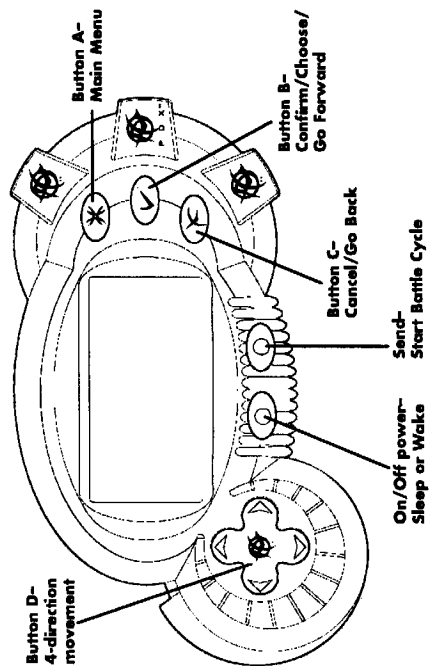
INTRODUCTION

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.

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THE CONTROLS OF YOUR POX CONTAINMENT UNIT (PCU)



BATTLE CLOCK

This displays the amount of time your RF is active. If it is not running it displays 15:00. When activated, the clock runs on PCU time units for approximately one half hour of real time. This is how long you have to battle and to clear intruders from your PCU. The clock icon is divided into 3 sections. As the clock runs down, the sections disappear one at a time.



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.

THE POX SPECIES

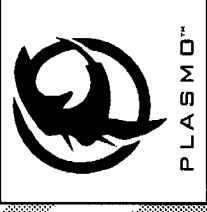
The color of your unit shows which one of the three Species it is. Each species has its own set of special abilities.



The Red Spind have strength, power and force.



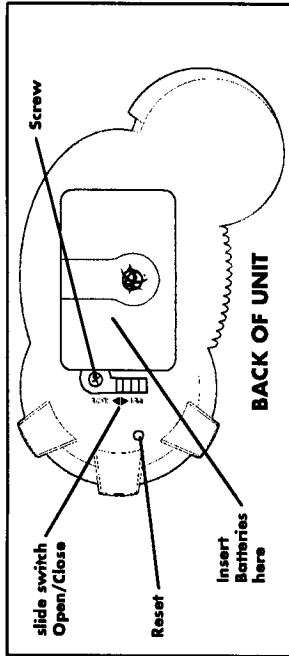
The Green Cycro have speed, agility and stealth.



The Blue Plasmio have deception, defense and camouflage.

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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LIBRARY (BODY PARTS)

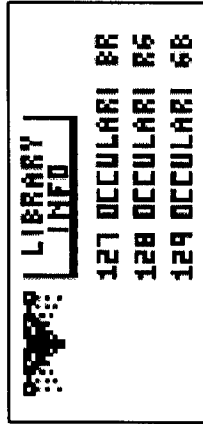


The **LIBRARY** lists all the body parts you own or have earned that are stored in your PCU. They are divided by species. Use left/right to scroll through the three species. Press Confirm to see the species list of parts.

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

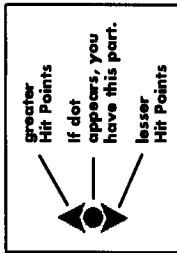
The body part, its number, name, the 2 target POX species it is effective against, and hit points are shown.

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



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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.



Low Batteries Warning and Replacement

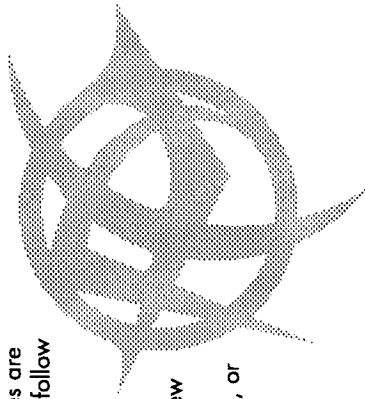
When your batteries run low, a battery icon appears on the screen. The PCU does not respond to button presses. This is done to protect your library. You must replace the batteries.

IMPORTANT: When replacing batteries, have the new batteries ready. Loosen the screw and slide the switch to Open. This activates the back up battery. 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 the back up battery, you risk resetting the unit. If this happens, you lose all of your progress in the game, including everything collected in your Library.



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.



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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.

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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.

GETTING STARTED

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

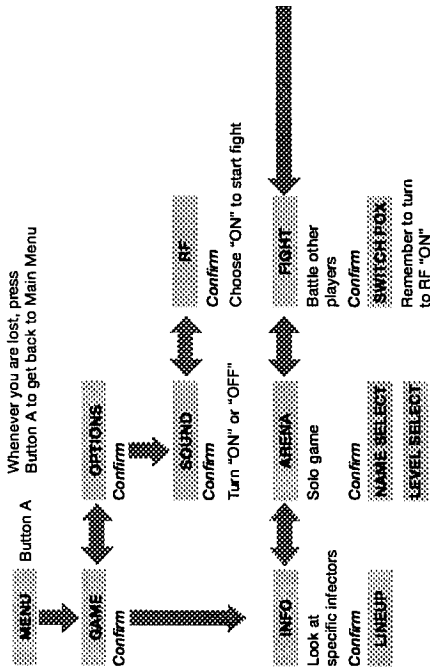
Naming: Any time you input a name or ID, you must fill in 6 spaces. Press left/right to select letters, numbers or a blank space. Press Confirm to choose. Press Cancel to erase or back up. Once you have filled 6 spaces, you cannot back up or change a name or ID. It has been locked in.

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.

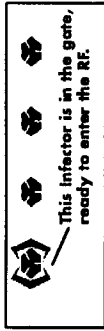


The Battle Cycle: When the battle cycle is active, the transmit icon appears. Your Infector can battle other Infectors it encounters for approximately 10 minutes. When the icon disappears, you must press the SEND button again to reactivate the battle cycle. During this time, you may not access some of 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.

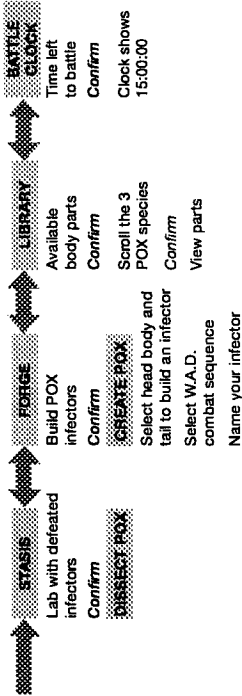
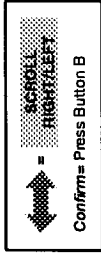


SWITCH POX - To put a different Infector in the gate, choose SWITCH POX. Scroll left/right to move the bracket to the Infector you want to send to the RF, and press Confirm. If you have only one Infector, it automatically goes into the gate.

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.



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 shows 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.



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)

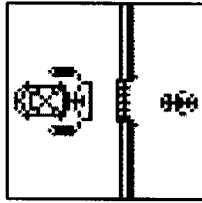
The RF is the wireless technology that transmits Infectors out of the PCU. It has a transmitting diameter of up to 30 feet. The RF works through coats and backpacks. It may also work through some obstacles and some walls. Set up your PCU to begin transmitting before you enter an area where others are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

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.

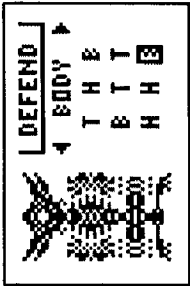


The Overspore guards the cyropod that contains a body part. Defeat the Overspore to collect the part and add it to your Library.

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. 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.



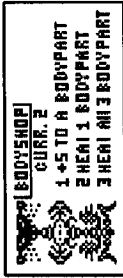
If this is your first time playing, the game takes you back to the Main Menu.

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

The 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.

- 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.



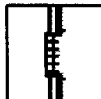
Pylons: Markers that help you identify your location within the level.



Cryopods: Burst them to collect good and bad things.



Currency: Used in the Body Shop to purchase healing.



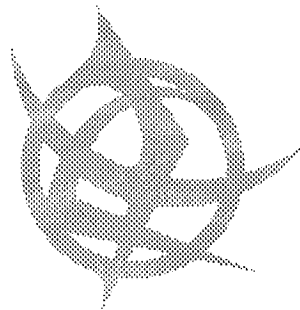
Doors: Some are hidden, closed or locked and you must find the way in.

The Reference Guide: All the POX body parts are listed in 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.

- 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.

