

Video Games Meet Collector Cards For Play Experience Like No Other

(NAPSA)—Two popular pastimes for kids, one with a colorful 100-year history and the other a more recent development, have joined forces to offer one of the most enjoyable combinations since peanut butter and chocolate.

Whether emblazoned with images of sports stars or comic book characters, collectible cards—which date back to tiny cloth-like pictures produced in the late 19th century—have been part of many a boy's recreation.

And who doesn't enjoy video games, which have evolved from simplistic Pong to full-throttle fun with high-tech graphics?

Put the two together and you've got a gamer's fantasy.

Designed especially for "tween-age" boys 8-12, HyperScan is a first-of-its-kind hybrid gaming system that lets players modify CD-ROM games by scanning trading cards. The fighting game that comes with the system uses Marvel's X-Men characters—based on the popular comic book universe—which players scan into the game using special trading cards. By collecting more cards, gamers can access additional characters and increase their defensive and offensive powers.

HyperScan is the first video game or toy to use radio frequency identification technology, or RFID—similar to what you see at checkout counters.

The system offers game play and content that bridges the gap



A new game system combines two favorite pastimes—trading cards and video games—into a fun and unique experience.

in gaming experiences for tweens who have graduated from traditional plug-and-play games and are looking for new challenges. After each round of play, gamers re-scan their cards and new powers are permanently upgraded directly onto their card for use in future games and trading. For parents, HyperScan offers an alternative to mature and expensive high-end game consoles.

HyperScan comes packaged with the system, X-Men game, six collectible game cards and a controller designed for tween-sized hands. Additional games, including Cartoon Networks' Ben 10 and Mattel's Interstellar Wrestling League, are available at retailers nationwide.