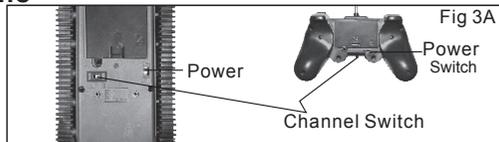


Notice: Battery charging takes 4-5 hours. On initial use charge for 8 hours.

Notice: Turn the remote control and the tank "OFF" when not in use. If you do not use the product for a long time remove the batteries from the remote control and tanks.

3 Basic Operation & Functions

1. Turn the remote control and the tanks "ON". Make sure they are on the same infra-red channel. (Fig 3A)



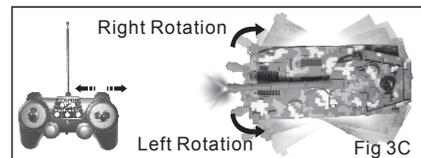
2. Turning the tank "ON/OFF":

When you turn the remote control "ON" and the tanks are switched "ON". The lights on the tank will turn on and it will be in standby mode. If you press the "ON/OFF" switch again the tank will turn off and the controller will say "Bye Bye".



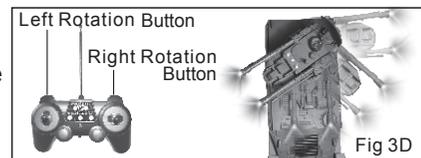
3. Moving the tank "Forward/Backwards":

Push the left stick on the controller up and the tank will move forward with the lights on and the tank will make an acceleration sound. When you move the stick down it will move backwards and make a "DU-DU" sound. (Fig 3B)



4. Turning "Left/Right":

Push the right stick left/right the tank will move to the left/right. The lights will be on in the direction the tank is moving. (Fig 3C)



5. Moving the turret "Left/Right":

Press the left/right turret keys on the top of the remote control and the turret will move clockwise/anti-clockwise. It will make a mechanical sound.. (Fig 3D)

4 Advanced Functions

1. Music "ON/OFF" fx 2 button:

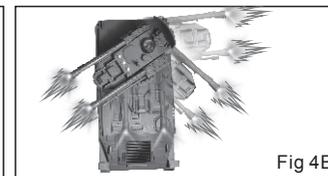
After starting the tank, if you press the fx 2 button it will play music. There are two songs on the controller.

2. Horn "ON/OFF" fx 1 button:

If you press the fx 1 key on the remote control the horn will sound twice. If you hold it down it will sound continuously.

3. Shooting Function:

When you press this button the tank will shake and make a shooting sound. The two front lights will flash and it will send out an infra-red shooting signal. (Fig 4A)



Strafing:

If you press the shooting button and the Left/Right turret button at the same time, the turret will move clockwise/counter-clockwise and it will shoot at the same time. (Fig 4B)

5. Demo function:

If you press the demo key after starting the tank, it will do a series of movements with music and shooting. To turn it off press the demo button again.

6. Auto-shut off:

If you don't drive the tanks within 25 seconds it will automatically switch off to protect the battery.

5 Battle Game

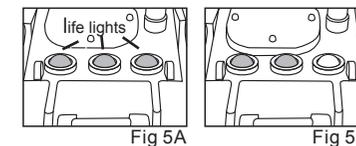
• How the battle works:

1. Make sure the tanks are on different Infra-red channels. If you aim the guns at each other and shoot. One of the tanks will eventually get hit by the infra-red gun when it does then one of the lights will go off on the tank that was hit. When one of the tanks lights are all out then the other tank wins.

• The life lights and shooting instructions:

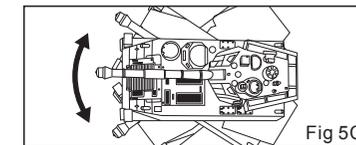
1. When you start the tank all the life lights on top of the tank will be on. When one of the tank is hit by the other tanks infra-red gun one of the lights will turn off and all the other life lights will flash. When they are flashing the tank is in protection mode and can not be shot by the other tank. (Fig 5A)

2. Every time the tank gets shot one of the life lights will switch off until there are no more lights. (Fig 5B)



3. When the tank is hit by the other tanks infra-red gun it will shake and make a sound. (Fig 5C)

4. When all the lights are out the tank is dead. It will automatically shut off 12 seconds after this happens.



• How to shoot the other tank:

1. Aim the turret gun at the other tank.

