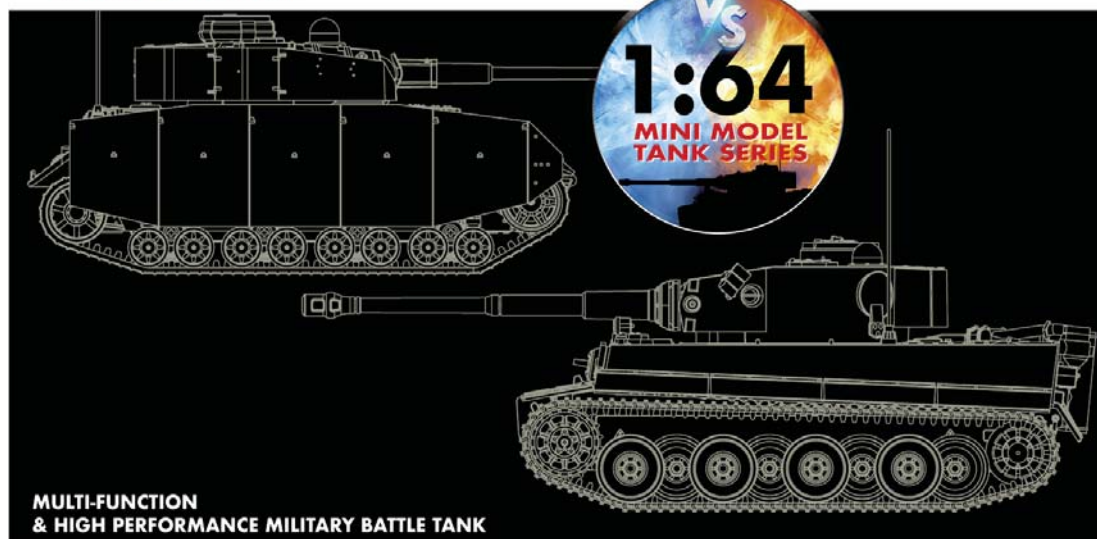


RC TANK **2.4 GHz** **FUNCTION MANUAL**

Functional manual generally apply to below models:
VS-341001 & VS-341002

YOU ARE IN CONTROL







Contents

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P5	PACKAGE CONTENTS
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P10-11	OPERATING INSTRUCTIONS
P12-13	ALIGNMENT TRIMMING
P14-15	TRANSMITTER OPERATION MODE SETTINGS
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P26	HOW TO ADJUST THE TRIM?
P27	GAMING FEATURE - BATTLE MODE SELECTION - TEAM N (NEUTRAL)
P28-29	GAMING FEATURE - BATTLE MODE SELECTION - TEAM AB
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P33	TANK ASSEMBLY
P34	PRODUCT SPECIFICATIONS & DISCLAIMER

1. PRECAUTION & STATEMENT

1. **DO NOT** run your tank on streets, public roads or any area where you may interrupt pedestrians or traffic.
2. **DO NOT** operate your tank on water or sand.
3. Please avoid playing with your tank on table or on the stairs; the tank could potentially fall from elevated surfaces and be damaged.
4. This product contains small and sharp parts; please keep them out of the reach of children.
5. The tank is controlled by radio waves, which are subject to interference from outside sources, which can cause loss of control of your tank.
6. **DO NOT** put your fingers between wheels and track links to avoid injury.
7. **DO NOT** look too close at the gun muzzle or barrel, infrared signal emits from the LED located inside the gun barrel may be harmful to human eyes.
8. Always turn off the power after use. Remove the batteries from the tank and transmitter if you are not planning to use them in a few days.
9. Dispose of batteries properly. **DO NOT** burn or bury batteries.

FCC LABEL COMPLIANCE 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 interference that may cause undesired operation. Note: 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: Reorient or relocate the receiving antenna
 - Increase the separation between the equipment and receiver
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
 - Consult the dealer or an experienced radio/TV technician for help

Warning: 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.

2. PACKAGE CONTENTS



Transmitter x 1



**RC Mini Tank
x 1**



Antenna x 1

Note: Accessories need to correspond to the model of the product purchased.



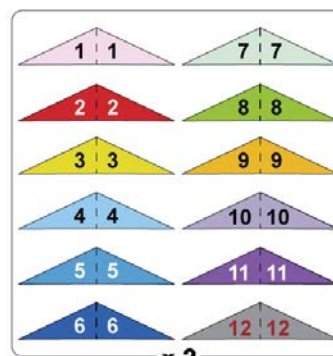
Soldier Figure x 1



**Opening
Hatch x 1**

**User
manual**

x 1

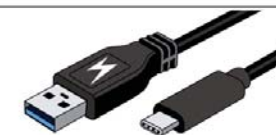


x 2

Team Flag Sticker x 24



**Philip Screwdriver
x 1**

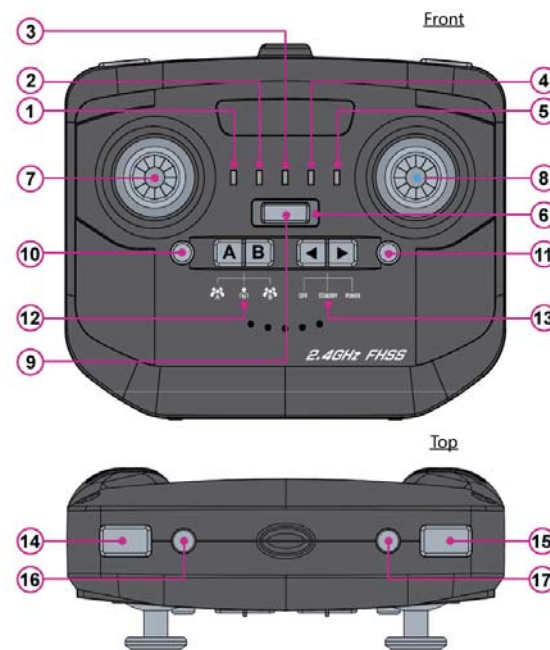


USB Type-C Cable x 1

5

3. FUNCTIONS OF TRANSMITTER AND RC TANK

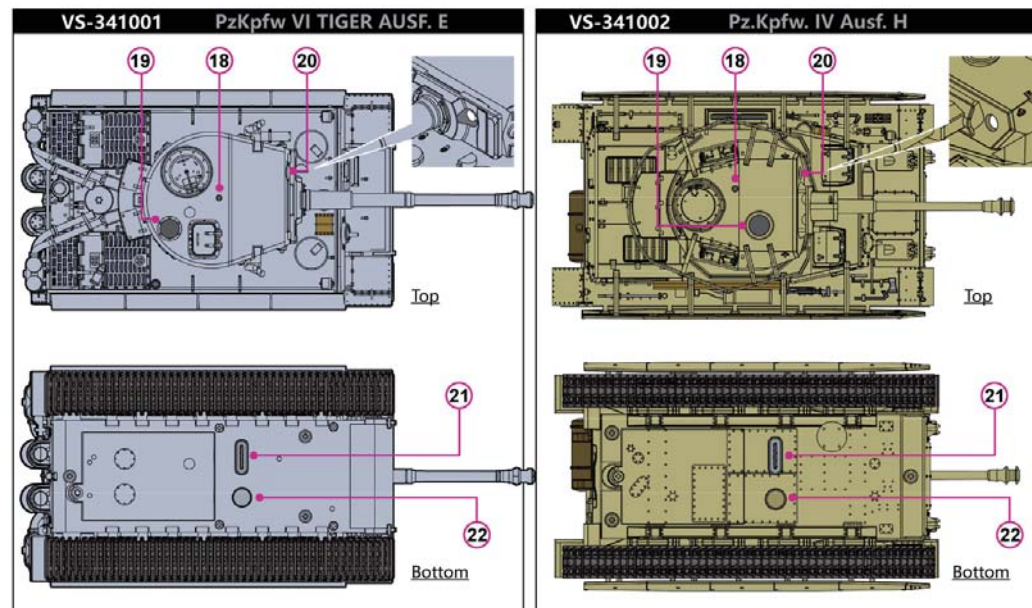
3.1 TRANSMITTER



1. **Receiver Status LED :**
Dual-color display of tank life
2. **Pairing And Remote Control Power Display LED**
3. **Machine gun & Left and Right Speed Adjustment Indicator LED**
4. **Gun loading indicator LED :**
LED off means loading, LED on means loaded
5. **Team LED :** Team A displays red, Team N displays green & Team B displays blue
6. **Engine LED :** Breathing red when engine is off, breathing blue when engine is on
7. **Left Joystick :** Default forward, backward, left and right turn
8. **Right Joystick:** Default turret left and right rotation
9. **Engine Start button**
10. **Volume Down- Button**
11. **Volume Up+ button**
12. **Team Switch**
13. **Power Switch**
14. **Machine Gun**
15. **Cannon**
16. **Left Trimming Button**
17. **Right Trimming Button**

3.2 RC TANK

Note: RC Tank need to correspond to the model of the product purchased.



18. Charging and Power LED
19. Infrared Receiver
20. Infrared Emitter

21. Type-C Charging Port
22. Power Switch

4. INSTALLING BATTERY AND CHARGING

4.1 INSTALLING BATTERY

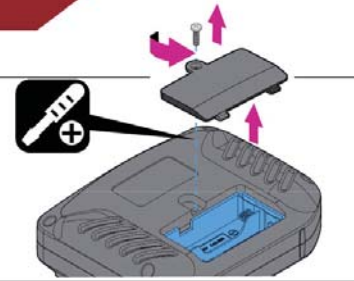
Fig. 4.1a

Release the battery compartment cover of transmitter with a Philip head screw.



Philip Screwdriver included(Refer to P.3)

4.1a



4.1b

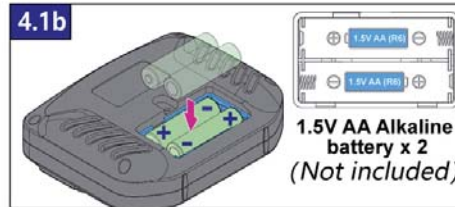


Fig. 4.1b

Insert 2 pieces of **1.5V AA Alkaline battery** into the battery compartment.

**** Notice:** Please make sure that the battery polarity is correct before insertion **

4.1c

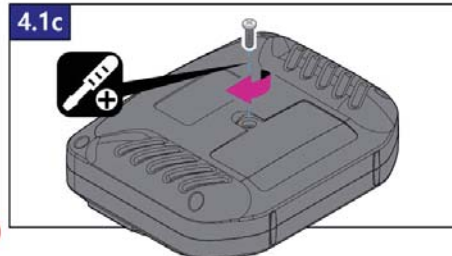


Fig. 4.1c

Close the battery **compartment cover**, and secure it with a Philip head screw.

4.2 CHARGING

4.2a

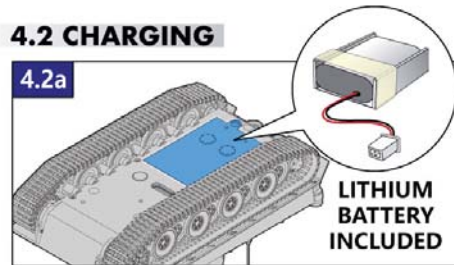


Fig. 4.2a

The RC tank is equipped with a built-in **rechargeable battery** with excellent performance and reliability.

4.2b

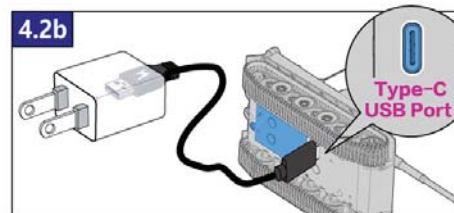


Fig. 4.2b

You can use a common Android or Apple Type-C charging cable to plug into the **Type-C Charging Port** in the bottom of the RC tank.

USB Type-C Cable included(Refer to P.3)

4.2c

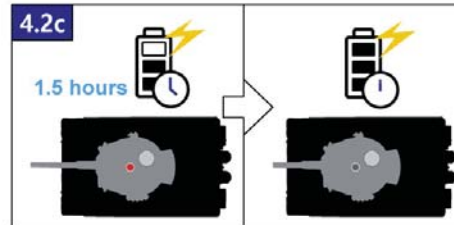


Fig. 4.2c

During charging, the tank's Power indicator light will flash.

The charging time requires approximately **1.5 hours**.

When the charging is complete, the indicator light will turn off.

5. OPERATING INSTRUCTIONS

5.1 CODE MATCHING

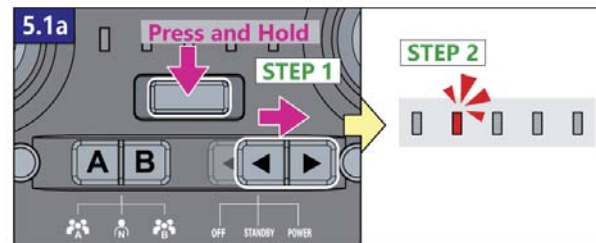


Fig. 5.1a

STEP 1: Press and hold the **Engine Start Button** on the transmitter, slide the **Power Switch** to the right "POWER" position to turn on.
STEP 2: The Pairing LED will flash.

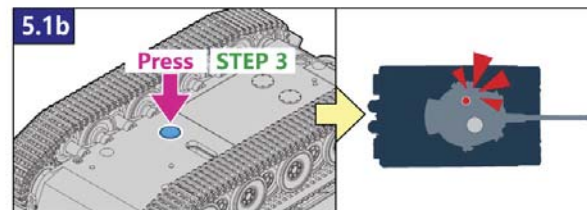
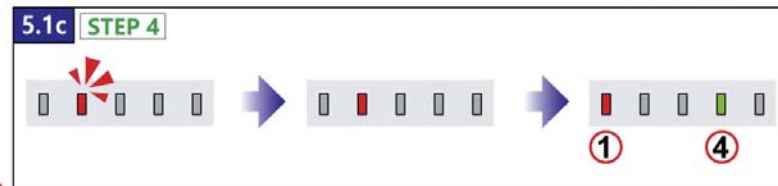


Fig. 5.1b

STEP 3: Press the RC tank **Power Switch** at the bottom, the **Power LED** will light up.

Fig. 5.1c

STEP 4: The transmitter will be paired with the RC tank. When the transmitter changes from flashing to steady light, the pairing is successful. Two LEDs ① & ④ on the transmitter will light up at the same time.



5.2 VIBRATION

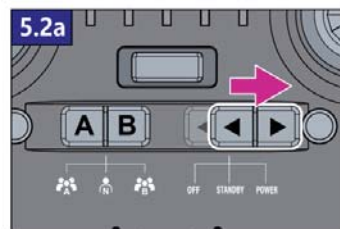


Fig. 5.2a
When the **Power Switch** is right to the "POWER" position, the vibration function is enabled.

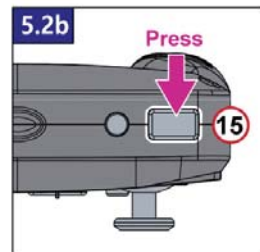


Fig. 5.2b
Beside the transmitter will vibrate when the press **Cannon Switch 15** is fired or hit by infrared during battle.

6. ALIGNMENT TRIMMING

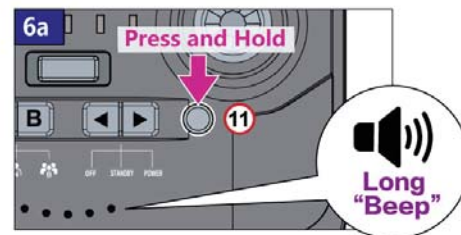


Fig. 6a Press and hold the **Volume Up+ Button 11** while powering on the device. The transmitter will emit a **Long Beep** sound.

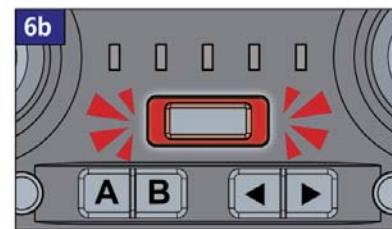


Fig. 6b The **Engine LED** will **flash**. Indicating that the joystick potentiometer center point adjustment mode has been entered.

6.1 ADJUSTING LEFT JOYSTICK

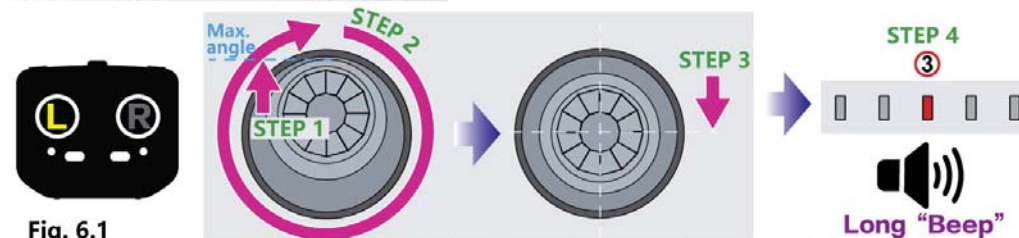


Fig. 6.1

STEP 1, 2 & 3 : Move the left(L) joystick to its maximum angle, make a full circular motion, and return it back to the center.

STEP 4 : The **LED 3** will light up and emits a **Short Beep** sound, indicating that the left(L) joystick adjustment is complete.

6.2 ADJUSTING RIGHT JOYSTICK

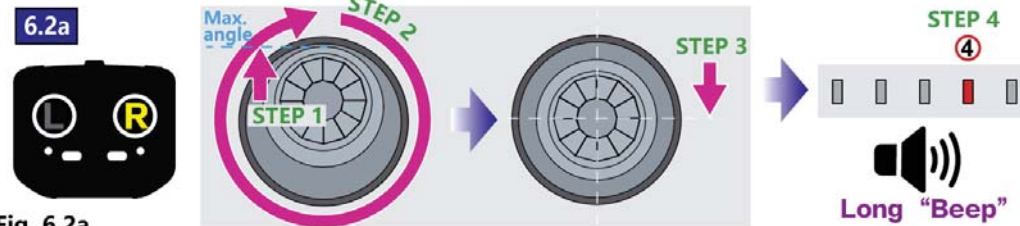


Fig. 6.2a

STEP 1, 2 & 3 : Move the right(R) joystick to its maximum angle, make a full circular motion, and return it back to the center.

STEP 4 : The LED ④ will light up and emits a **Long Beep** sound, indicating that the right(R) joystick adjustment is complete.

6.3 TRIM SETUP COMPLETE

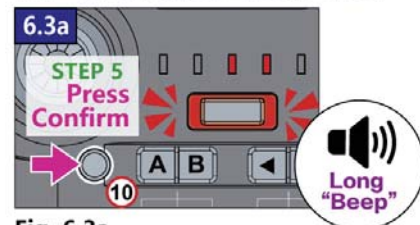


Fig. 6.3a

STEP 5: After the left and right joysticks are trimming completed, press the **Volume Up+ Button 10** to confirm, and then The transmitter will emits a **Long Beep** sound.

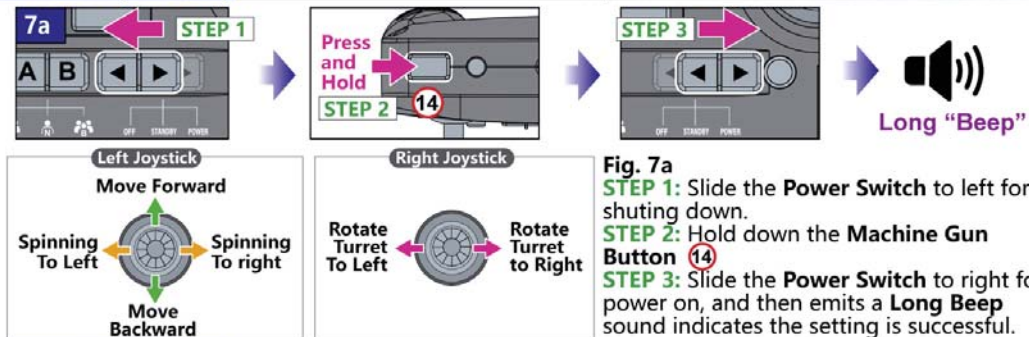


Fig. 6.3b

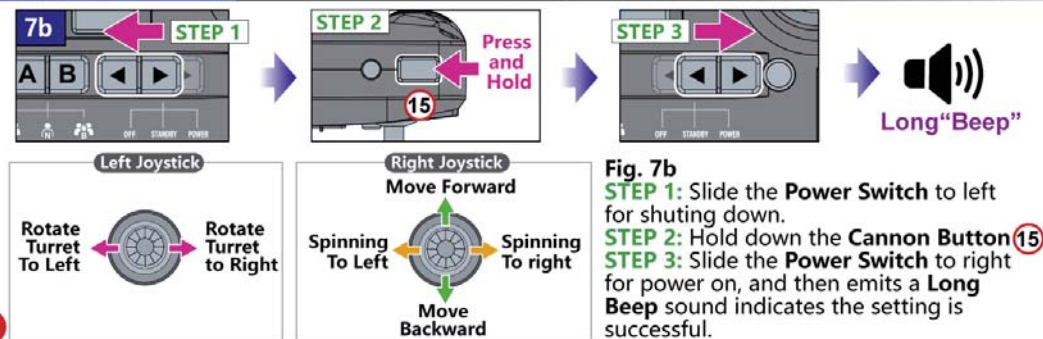
When LEDs ②, ③ & ④ illuminated simultaneously and **Engine LED** will change from flashing to **steady on**, indicates that the setup is complete. Finally, slide the **Power Switch** to "OFF" and then power on. ⑬

7. TRANSMITTER OPERATION MODE SETTINGS

MODE 1 (DEFAULT) LEFT HAND THROTTLE & STEERING, RIGHT HAND TURRET ROTATION

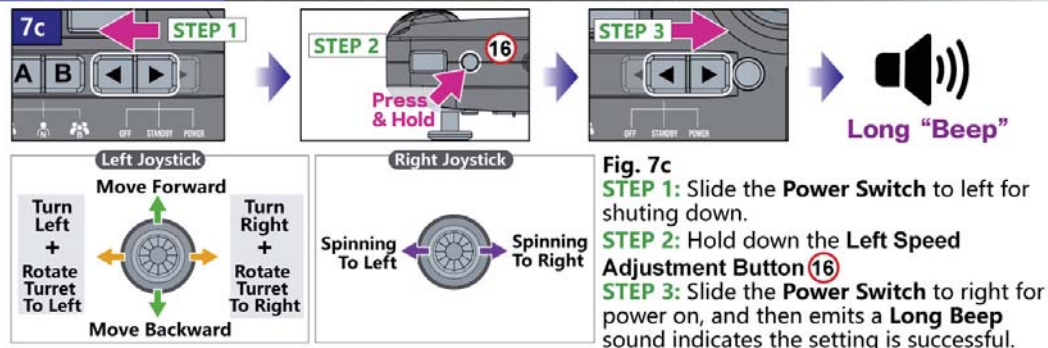


MODE 2 LEFT HAND TURRET ROTATION, RIGHT HAND THROTTLE & STEERING



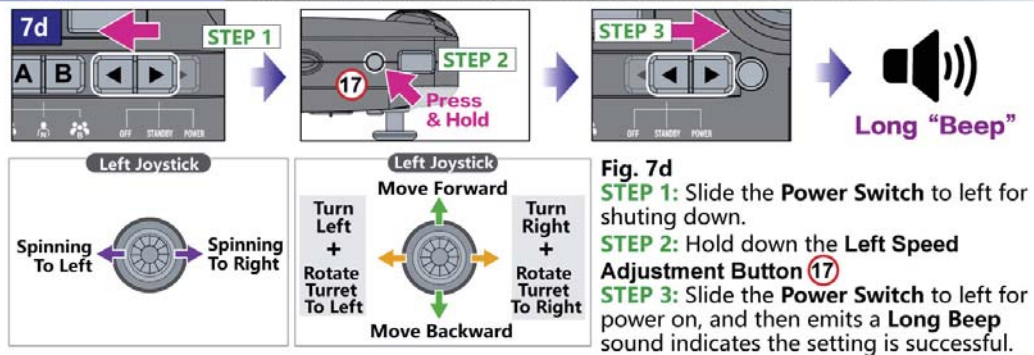
MODE 3

LEFT HAND THROTTLE + TURRET ROTATION, RIGHT HAND TURNING



MODE 4

LEFT HAND TURNING , RIGHT HAND THROTTLE + TURRET ROTATION



8. SOUND EFFECT SETTINGS

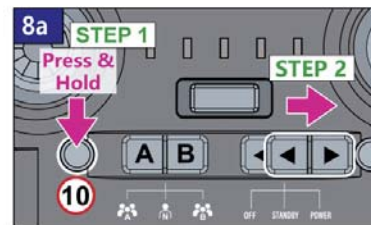


Fig.8a
STEP 1 & 2:
 Press and hold the **Volume down-Button 10**, slide the **Power Switch** to the right "POWER" position to turn on, the speaker emits a **Long Beep** sound.

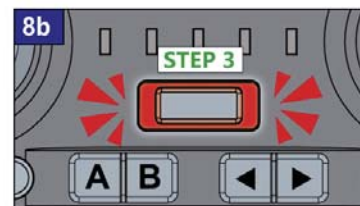


Fig.8b
STEP 3:
 Enters the selecting state when the **Engine LED** will start to flash.



Fig.8c
STEP 4 :
 The illumination of the three middle **LEDs (2, 3 & 4)** on the transmitter represents that there are 3 different sound effect options available for selection.
LED 2 & 4 : WWII sound (both same sound effect)
LED 3 : Modern War sound

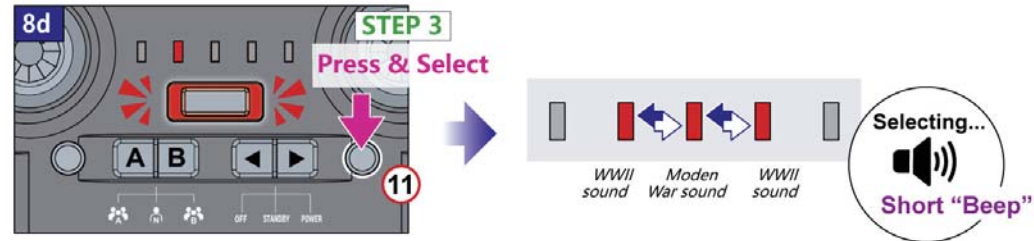


Fig.8d

STEP 3 :

Pressing the **Volume Up+ Button (11)** can select one of the two sound effects. When button is pressed with selecting, a **Short Beep** will sound, and the corresponding LED will light up.

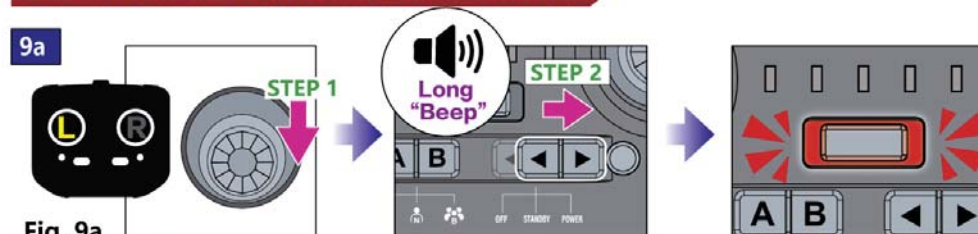


Fig.8e

STEP 4 :

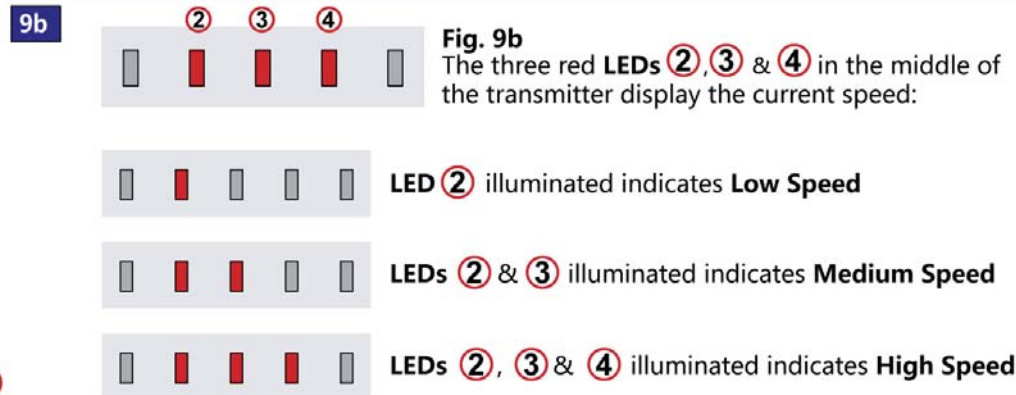
After selecting, press the **Volume down- Button (10)** (**Long "Beep"** Sound) to confirm, the transmitter status indicator **Engine LED** will change from flashing red to **steady red**, indicating that the confirmation and save are successful.

9. BASIC SPEED CONTROLLER SETTINGS



STEP 1 & 2:

Pull the **Left Joystick** to the lowest position, slide the transmitter **Power Switch** to turn on, the speaker will emit a **Long "Beep"** sound, and the transmitter status indicator **Engine LED** will flash red, entering the setting state:



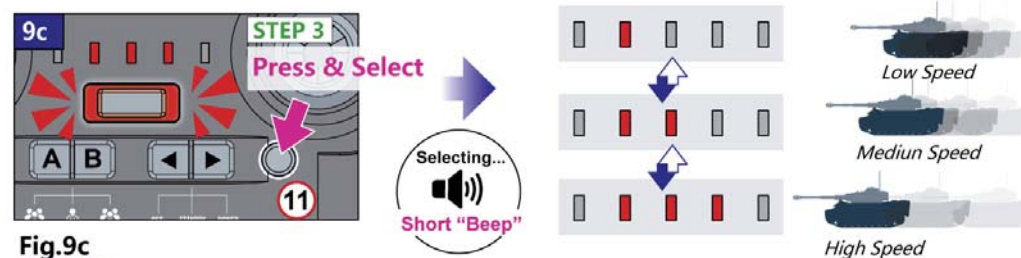


Fig.9c

STEP 6 :

Pressing the **Volume Up+ Button (11)** can select one of the three speed control. When button is pressed with selecting, a **Short "Beep"** will sound, and the corresponding LED will light up.



Fig.9d

STEP 7 :

After selecting, press the **Volume down- Button (10)** (**Long "Beep" Sound**) to confirm, the transmitter status indicator **Engine LED** will change from flashing red to steady red, indicating that the confirmation and save are successful.

10. SHOOTING FUNCTION

10.1 MACHINE GUN

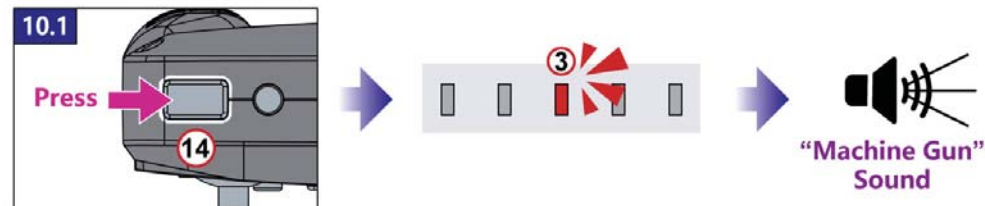


Fig. 10.1

Press **Machine Gun Button** 14 on the transmitter, **Machine Gun LED** 3 will flash, and the speaker of the transmitter will emit a sound of the machine gun.

10.2 CANNON



Fig. 10.2a

Press the **Cannon button** 15, the speaker will emit a simulated cannon sound, the **LED** 4 will light up when the loading is complete.

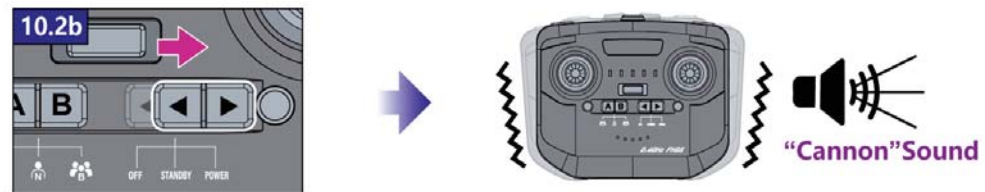


Fig. 10.2b

The transmitter will simulate a **brief vibration** replicating the recoil force of the cannon (if the **Power Switch** on the transmitter has the vibration function enabled).

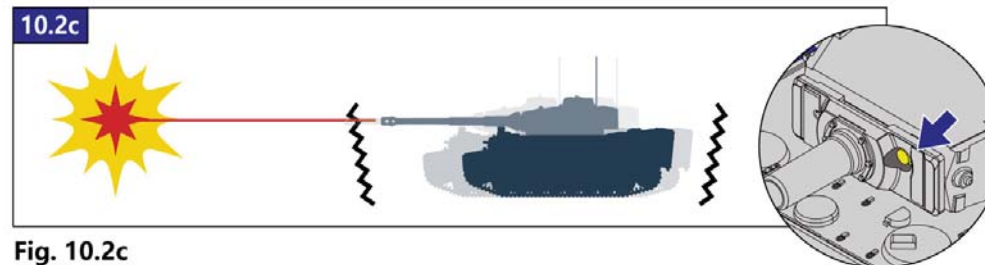


Fig. 10.2c

The **Infrared Emitter** will emit an infrared "**Attack**" signal.
The RC tank will simulate the **Cannon Recoil Action** (Vibrate briefly).

11. CANNON TURRET ROTATION FUNCTION

11a

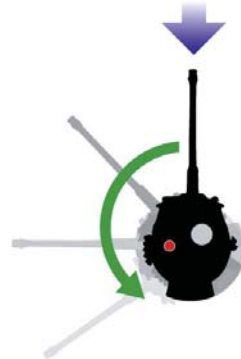
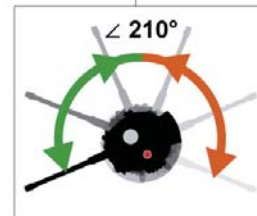


Fig. 11a
Pull the **Right Joystick**, the tank turret can be proportionally controlled to rotate left.

11b



Fig. 11b
Pull the **Right Joystick**, the tank turret can be proportionally controlled to rotate right.



12. ENGINE START AND DRIVING FUNCTIONS

12.1 ENGINE START

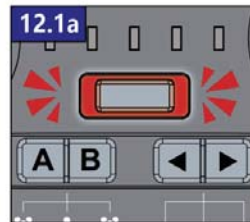


Fig. 12.1

When the transmitter and RC tank are powered on and the engine is still not started, **Engine LED** will have a breathing red light. In this state, only functions **10.1** to **10.2** and **11** are available. To enable the driving functions, the engine must be started.

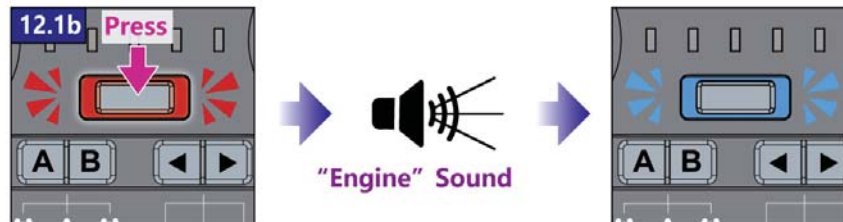
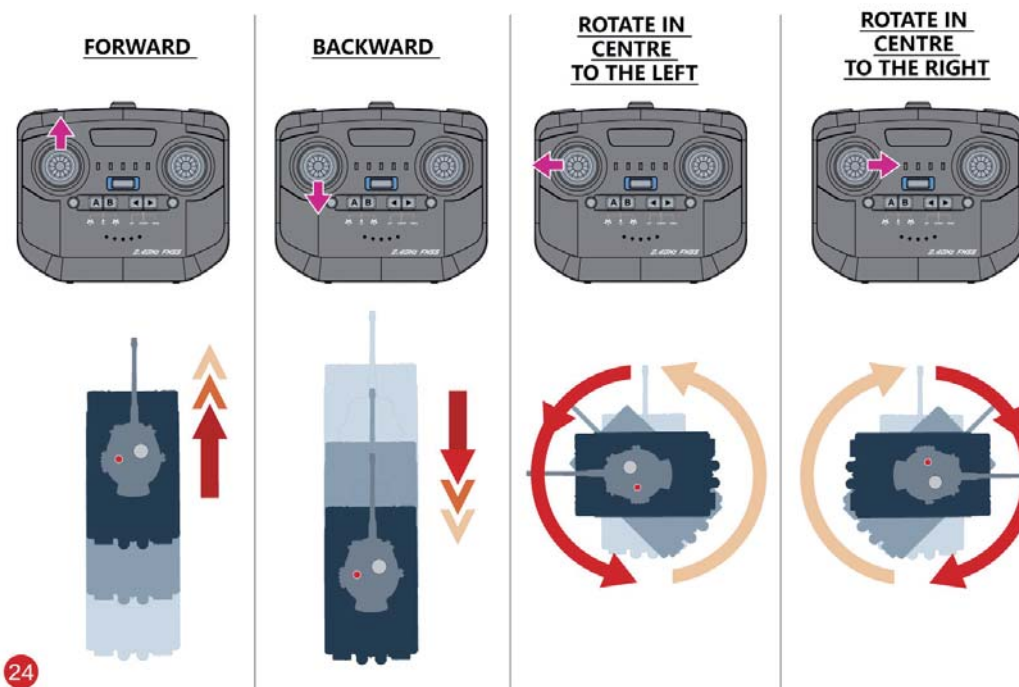


Fig. 12.2

When the transmitter start a engine mode **Engine Start Button** is pressed, the speaker will emit an Engine start sound, and the engine will change from red to a blue breathing light. Indicating that the tank's engine has been started. After starting the engine, the proportional driving functions can be operated:

12.2 DRIVING FUNCTIONS

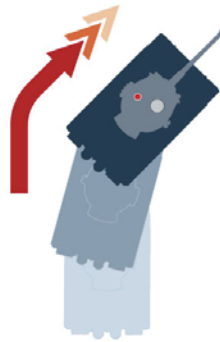
The image below show the RC tank driving control scheme, with the default control mode being **Mode 1**. (Refer to P.14 7.1)*



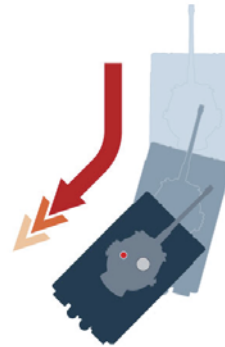
FORWARD
TURN LEFT



FORWARD
TURN RIGHT



BACKWARD
TURN LEFT



BACKWARD
TURN RIGHT



13. HOW TO ADJUST THE TRIM?

When the tank is not driving straight, you can make minor adjustments within a certain range. There are 8 levels of adjustment to the left and right.

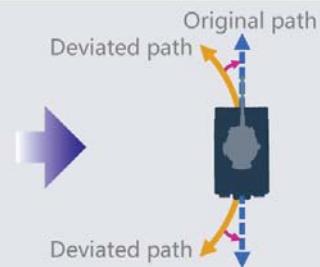
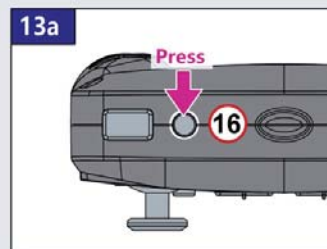


Fig. 13a

If the tank is deviating to the **left**, press the **Left Trimming Button 16** to adjust it straight.

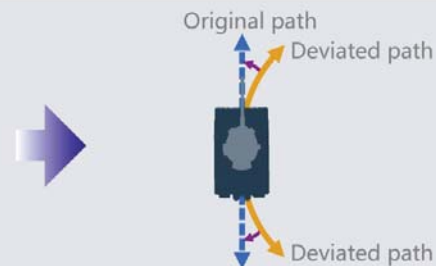
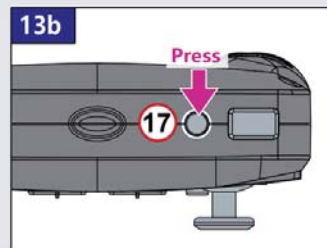


Fig. 13b

If the tank is deviating to the **right**, press the **Right Trimming Button 17** to adjust it straight.

14. GAMING FEATURE - BATTLE MODE SELECTION - TEAM N (NEUTRAL)



How to set your team?

Every RC tank is set to **Team N (Neutral)** by default. In this setting, you can interact and battle with another player. In **Team N mode**, whenever your tank's infrared beam hits the other tank, the target tank will vibrate (simulating an explosion effect).

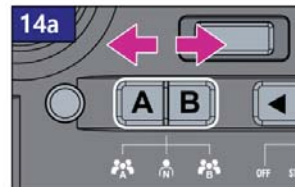


Fig. 14a

Put the **Team Switch Button** selection switch to position **A** or position **B** and form your squadron.

If reorganize the teams, please **power off** and **restart** the system again.

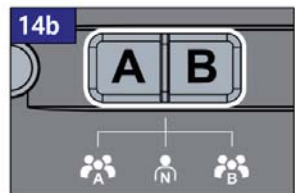


Fig. 14b

Maintain the **Team Switch Button** in the middle position, representing **Team N**. Team **LED 5** is illuminated in Green.

15. GAMING FEATURE - BATTLE MODE SELECTION - TEAM AB



This system was initially developed for our 1/64 scale lightweight tanks, which allows 6-8 players to engage in battle at the same time.

Further development has given them the ability to accommodate 16 players in a single battle!

(Recommend 6-8 players, as the receiver will have a higher of reliability)

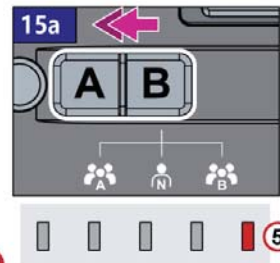


Fig. 15a: Slide the Team Switch Button in the left position, and indicates in Team A mode, the Team LED ⑤ will be illuminated in red.

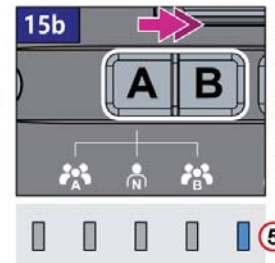


Fig. 15b: Slide the Team Switch Button in the right position, and indicates in Team B mode, the Team LED ⑤ will be illuminated in Blue.

15.1 THE TEAM MATCHUP RULES FOR THE GAME:

Player team headcount can be freely configured.



Team A can battle against Team B



Team N can battle against Team N



Team N can battle against Team A



Team N can battle against Team B

Team A cannot battle against Team A, Team B cannot battle against Team B

16. INFRARED "HIT" FUNCTION

16.1 "HIT" SIGNAL

In the infrared battle between the tank vehicles, when the tank receives the enemy's infrared "Attack" signal:



Fig. 16.1a

The RC tank gets "Hit" and sways left and right twice.

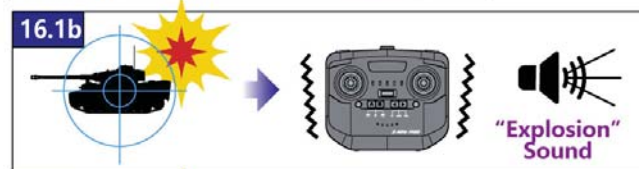


Fig. 16.1b

When the transmitter is "Hit", it emits an "Explosion" sound and has a vibration effect (such as activating the vibration function).

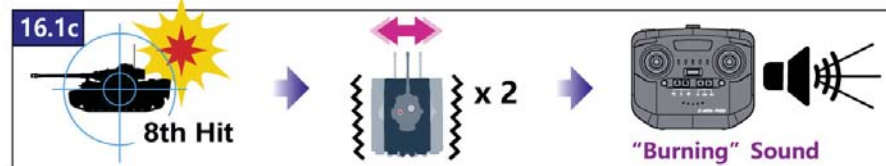


Fig. 16.1c

When the RC tank is "destroyed" by the opponent, with **No Health Points**, the RC tank sways left and right twice, loses control functionality, and the transmitter emits a "Burning" sound upon "Hit". The RC tank needs to be powered off and on again to restore its functionality.

16.2 LIFE STATUS INDICATOR

Hit Form	Life Counting LED ① & ⑤ Status 	LED Color Indicator
0 Hit		Green
1st Hit		Green Slow Blink
2nd Hit		Green Fast Blink
3rd Hit		Green Very Fast Blink
4th Hit		Red Light
5th Hit		Red Slow Blink
6th Hit		Red Fast Blink
7th Hit		Red Very Fast Blink
8th Hit		Red Light Off

17. BATTERY STATUS

17.1 LOW BATTERY AUTO SHUTDOWN

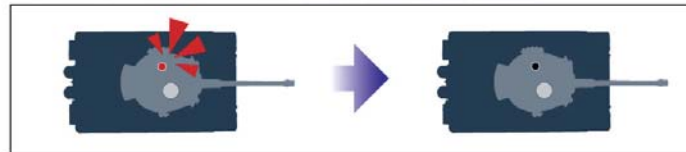


Fig. 17.1

When the RC tank's battery is low, the power indicator light will flash. Finally the RC tank will automatically shut down.

17.2 TRANSMITTER BATTERY LEVEL DISPLAY

The Pairing/transmitter battery level display LED ② displays the battery level with the status follows:

Battery Level	Battery Status	
		Full Battery - Pairing/transmitter battery level display LED ② steady on.
		Medium Battery - Pairing/ transmitter battery level display LED ② flashes at 1Hz.
		Low Battery - Pairing/transmitter battery level display LED ② flashes at 2Hz.
		Battery Depleted - Pairing/transmitter battery level display LED ②, machine gun/left-right speed adjustment LED ③, and cannon LED ④ all flash at 2Hz simultaneously, and then stops functioning and the batteries need to be replaced.

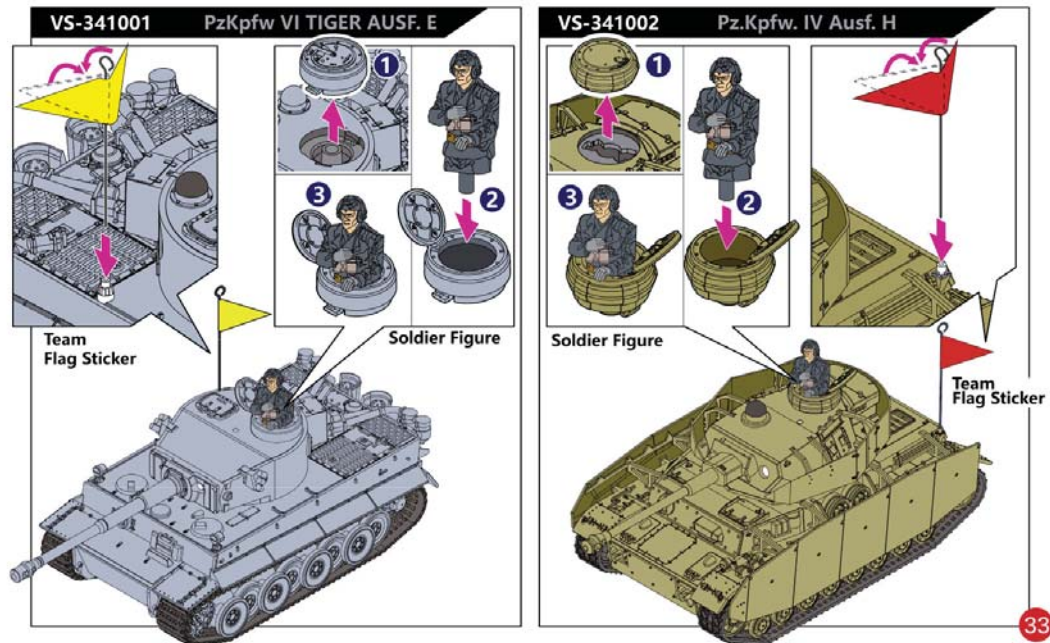
18. TANK ASSEMBLY

Optional assembly, free configuration (Refer to P.3)

***Team Flag Stickers** - Distinguish the battle teams(12 team color flags available to choose).

***Commander Figure** - Decorate the exterior of the tank

Note: Accessories need to correspond to the model of the product purchased.



19. PRODUCT SPECIFICATIONS & DISCLAIMER

19.1 PRODUCT SPECIFICATIONS

Remote Control Range:	Exceeds 30 meters
Infrared Battle Distance:	Exceeds 3 meters (indoor)
Turret Rotation Angle:	210 degrees
Transmitter Battery Spec:	AA 1.5V x2 Battery
Tank Battery Spec:	602025 250mAh 3.7V Lithium Polymer Battery

19.2 DISCLAIMER

This device (radio control tank) complies with Part 15 of the FCC rules. Operation is subjected to the following two conditions:

1. This device (radio control tank) may not cause harmful interferences

2. This device must accept any interference received, including interference that may cause undesired operation

NOTE: This device (radio control tank) 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 device (radio control tank) 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 on and off, the user may try to correct the interference via one or more of the following measures:

1. Reorient or relocate the receiving measures

2. Increase the separation between the device (radio control tank) and receiver

3. Connect the device (radio control tank) into an outlet on a circuit different from that to which the receiver is connected

4. Consult the dealer or an experienced radio or television technician for help.

NOTE: Repair services required for the following reasons will not be covered by guarantee:

1. Malfunctions due to misuses (circumstances include reverse battery connections, wet parts and collisions etc...)

2. Malfunctions due to improper assembly or restructuring or use of non Waltersons or Forces of Valor factory approved components

3. Malfunctions caused during moving or by falls or poor storage conditions

4. Malfunctions caused by the use of unspecified batteries. Electric motors damages caused by driving over terrains with excessive resistance

5. Accidental fall or strong collisions, which leads to damages on tanks or transmitters

6. Tank or transmitter gets wet after being operated in wet, high humidity or moisture places, which leads to potential short circuit in the electronic circuits

7. Tank or transmitter, after being operated in places with excess amount of dirt, muds or sands, which leads to potential malfunctions on mechanical components

8. Other malfunctions due to violation of warnings or pre-cautions described in quick start menu and technical menu.

9. Although the tank is equipped with auto shut off system, it is highly recommended to put the power switch to off position, and remove the batteries in both tank and transmitter, if one do not intend to use the tank over 12 hours.





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