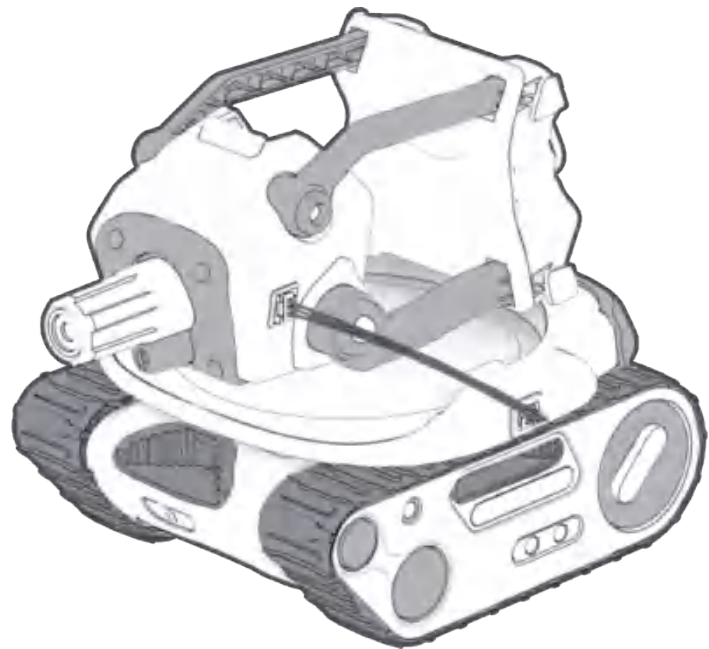


Panxer

User Manual V1.0



Content

- 2 Get to Know Panxer
- 4 Preparation
- 6 Gameplay
- 15 Safety & Precaution

This product must be used with Maticontroller; please purchase separately.



Maticontroller

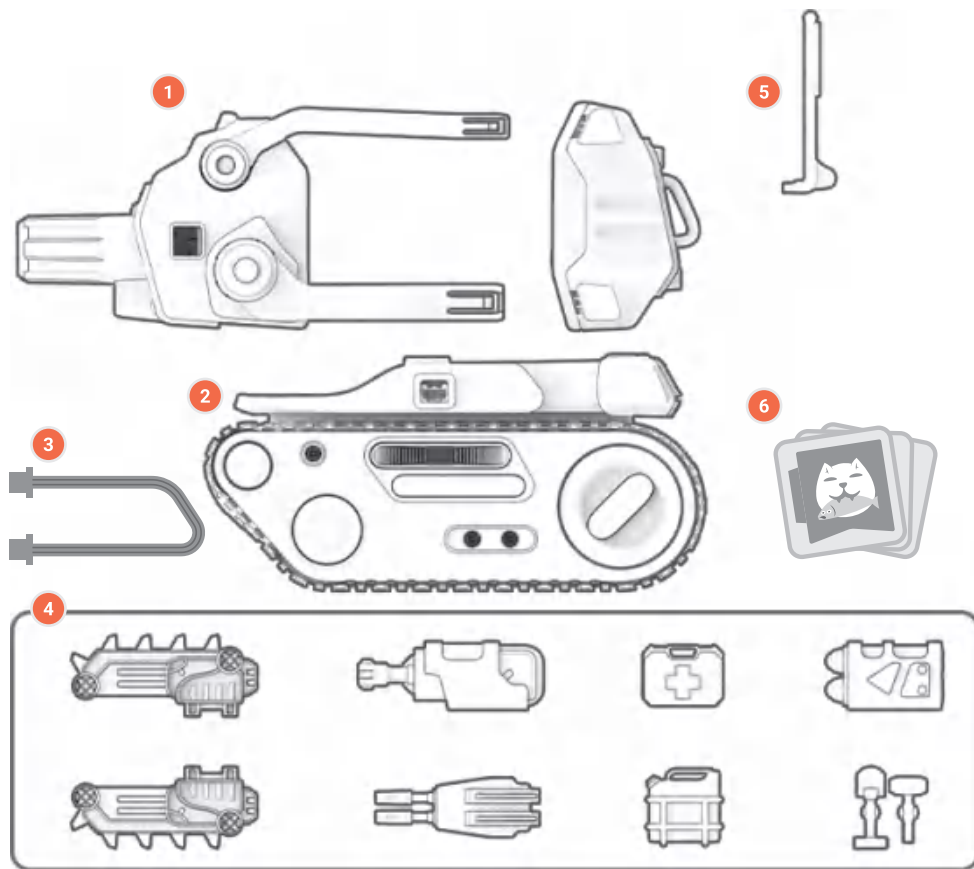
When paired with Eilik, this product provides a complete gaming experience; please purchase separately.



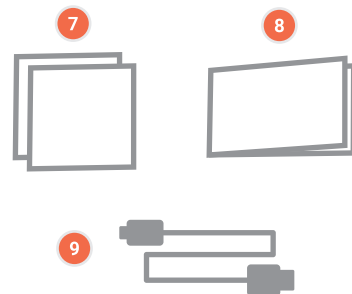
Eilik

Additionally, this manual only introduces the use of Panxer. For more information on Eilik's games and Maticontroller setting, please refer to the respective user manuals.

In the Box



- 1. Turret ×1
- 2. Chassis ×1
- 3. Communication Cable ×1
- 4. Chassis Accessories ×9
- 5. Flagpole ×1
- 6. Flag ×8
- 7. Quick Start Guide ×2
- 8. User Manual ×1
- 9. USB-C Cable (Black) ×1



1. Get to Know Panxer

1.1 Introduction



Eilik

When paired with Maticontroller, it enables **smooth movement** and **precise shooting**.



Panxer is a mobile device designed specifically for Eilik, equipped with a glowing turret and a tracked chassis.



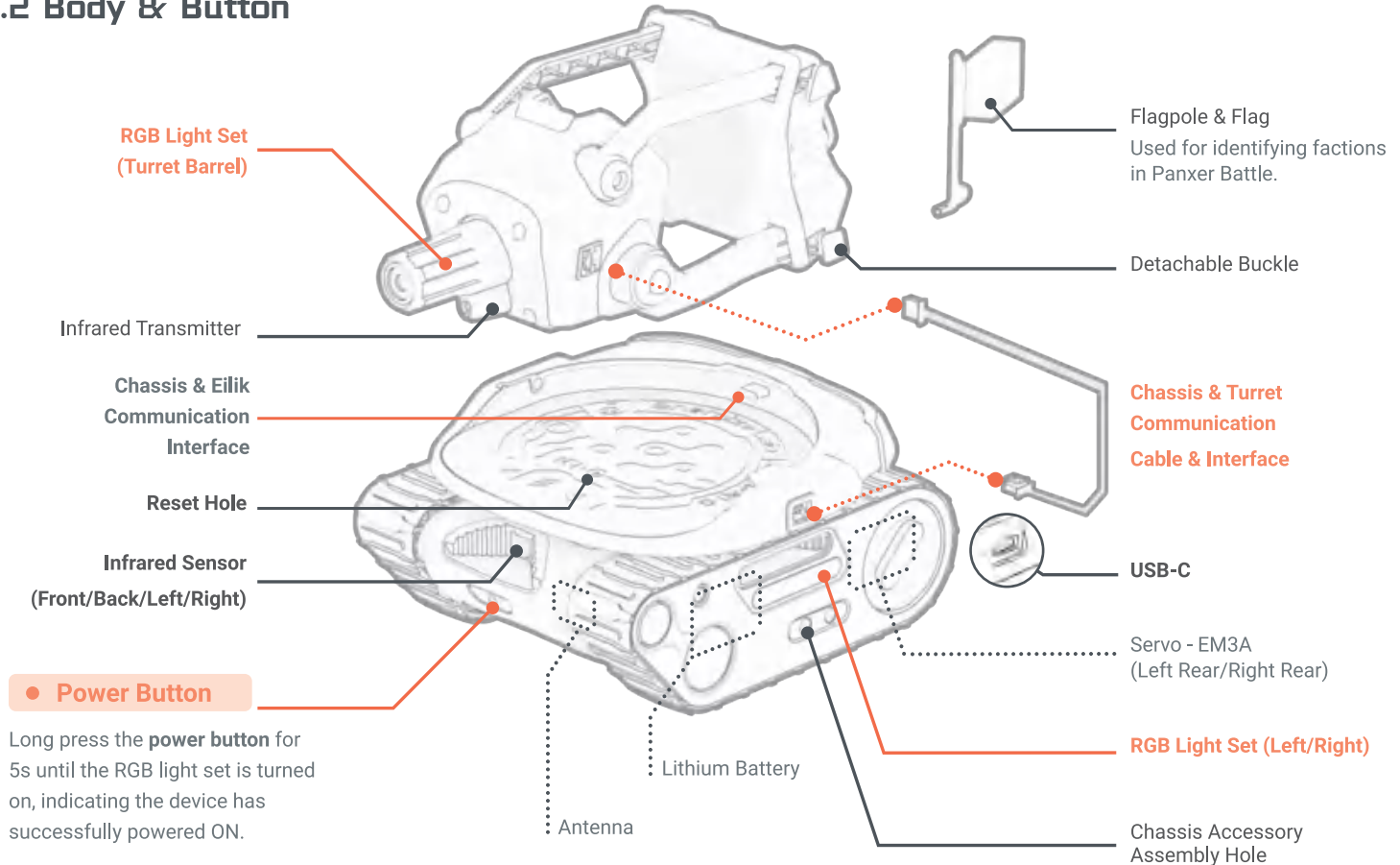
PANXER



Diverse Gameplay

Supports various expansion game modes for Eilik, including **Free Roam**, **You vs. Panxer**, and **Panxer Battle**, offering players with strategic confrontation fun and in-depth sporting experience. With free firmware updates, new game content will continually be added, bringing players even more surprises and enjoyment.

1.2 Body & Button



2. Preparation

2.1 Pairing Goal: Complete the pairing between Maticontroller and the chassis.

1. Mationtroller Power ON

1. Long press the **screen button** 3s to power ON.

3. Press **a** to confirm and enter the pairing.

2. Prompt: Not paired.

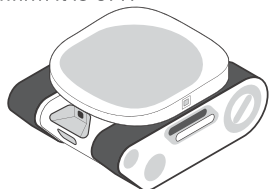
Not paired.
Press **a** to confirm.

2. Prepare for Pairing

1. Prompt: Ensure the device to be paired with Maticontroller is powered OFF.

Ensure the device to be paired is powered OFF **a**

2. Check the chassis light, confirm it is OFF.



3. Press **a** to confirm.

3. Send the pairing signal

Power ON the device to be paired.

1. Prompt: Power ON the device to be paired.

2. Long press the **power button** on the chassis until the chassis lights ON, indicating it has successfully powered ON, and automatically sends the pairing signal.



Paired with Panxer.

3. Maticontroller automatically receives the pairing signal and completes the pairing.

Not connected, automatically shutdown after 5 minutes.

2.2 Assembly

Goal: Complete the assembly between Eilik, the turret, and the chassis.

- 1 Ensure Eilik is updated to the **latest firmware**, then put it in the power-OFF state.



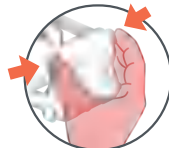
- 2 Assemble Eilik into the communication interface of the chassis.



Be sure to align with the USB-C connector.

Use the clips on both sides of the chassis to secure Eilik's base in place.

- 3 Disassemble the turret.



Press top or bottom clips, then pull outwards.

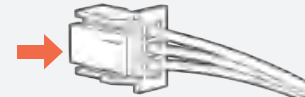
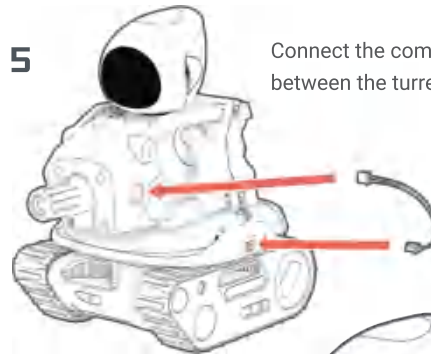


- 4 Assemble the turret onto Eilik.



5

Connect the communication cable between the turret and chassis.



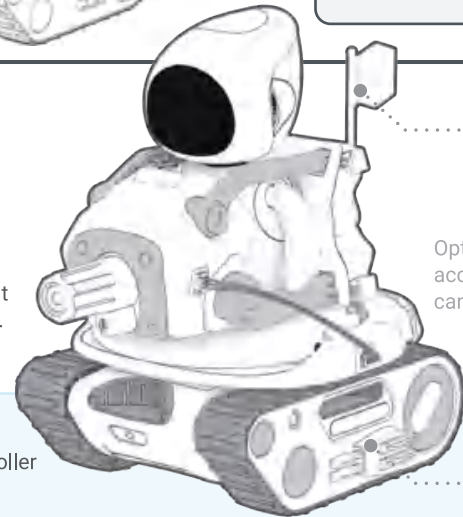
Press the communication cable clip while pulling it outward to remove the communication cable easily.

Finish!

Note:

1. Make sure to use Panxer on a flat surface.
2. Make sure to use it in a dry environment.

After assembling complete, Maticontroller will default to enter the "Free Roam" game interface. At this point, you can control Panxer. For control methods, see P7.



Optional small accessories can be added.



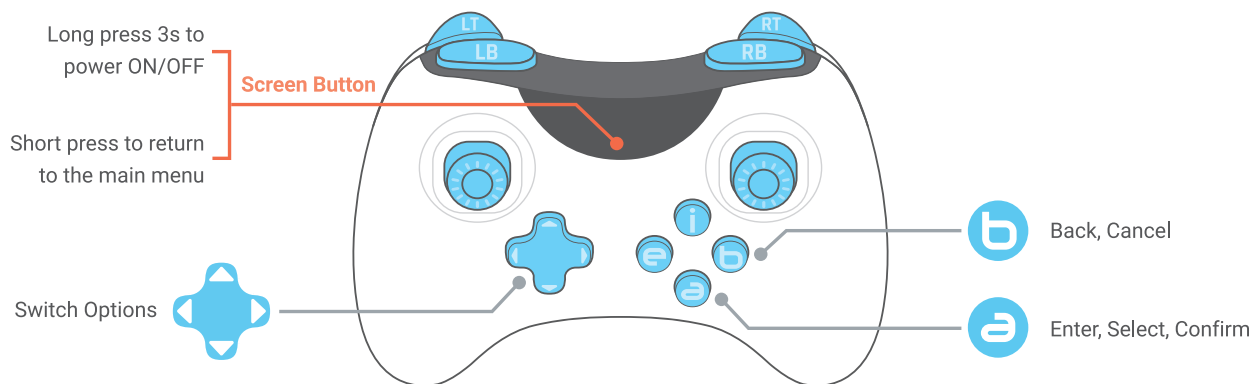
Free Roam
Game Interface

3. Gameplay

3.1 Enter the Main Menu

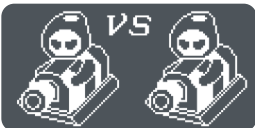
Before entering the main menu, please ensure that you have completed Pairing and Assembly (P4/P5).

Once completed, short press the **screen button** to enter the main menu. Press  /  to switch options.



Free Roam(Default)

Panxer ≥ 1



Panxer Battle

Panxer ≥ 2



You vs. Panxer

Panxer = 1



Pairing



Setting



**Maticontroller
Battery Level**

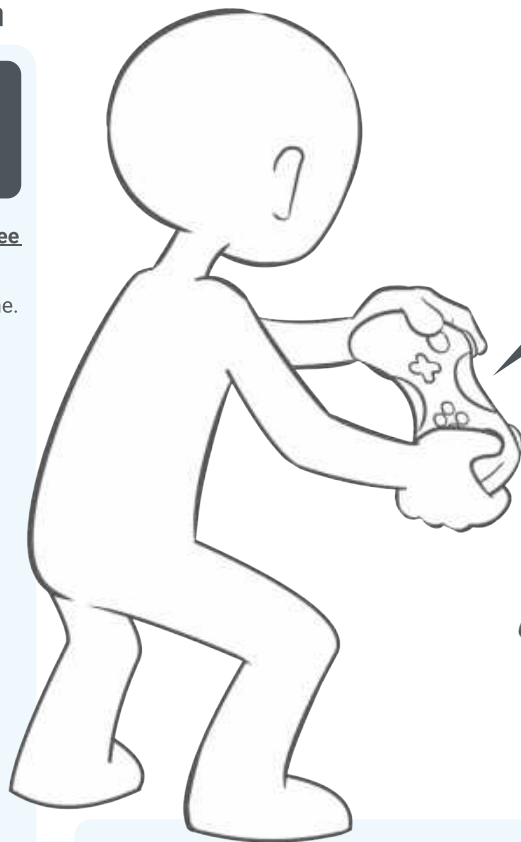
Three basic functions of Maticontroller.

3.1.1 Free Room



Switch Maticontroller to **Free Roam**.

Press  to enter the game.



Gameplay:

Players control Maticontroller, experiencing the new fun brought by the combination of Panxer and Eilik.



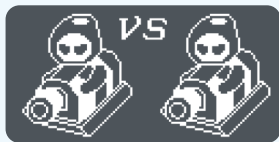
Energy Point: Using certain moves will cost energy points, which will slowly recover over time.



Operation: See *Moves and Maticontroller Operations 1* (P9).

Moves: For details, see *Moves Explanation* (P10).

3.1.2 Panxer Battle



This section can be skipped if you have not purchased multiple Panxers.

Switch Maticontroller to **Panxer Battle**. Press **A** to enter the game.



Press **Left Stick** / **Right Stick** to enter the lobby selection. Players wishing to battle should select the same lobby number.

Press **A** to enter pairing.

Note: There are a total of 8 lobbies, each supporting up to 8 players.



Waiting until all players have joined the lobby, everyone can press **A** to enter the battle.

At this point, a countdown will appear on all players' Maticontroller screens, indicating that the game is about to start.



Gameplay:

Players use Maticontroller to control Panxer, execute moves, and battle against enemies.

Use books, trash cans, boxes... as covers to create some seriously fun battlefields!

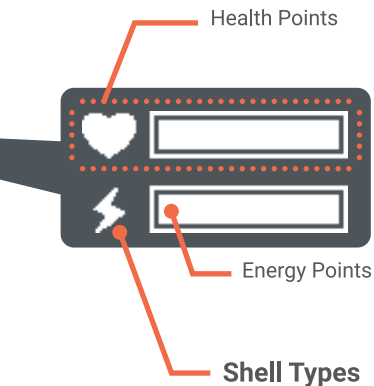


Objective: Deplete **all** of the enemy's health points.

Operation: See **Moves and Maticontroller Operations 1** (P9/P10).

Advanced: Use moves like [Type Advantage] and [Shield Parry] to suppress enemies. For details, see **Strategy 1** (P11).

Health Points: When health points reach zero, it is considered a defeat.

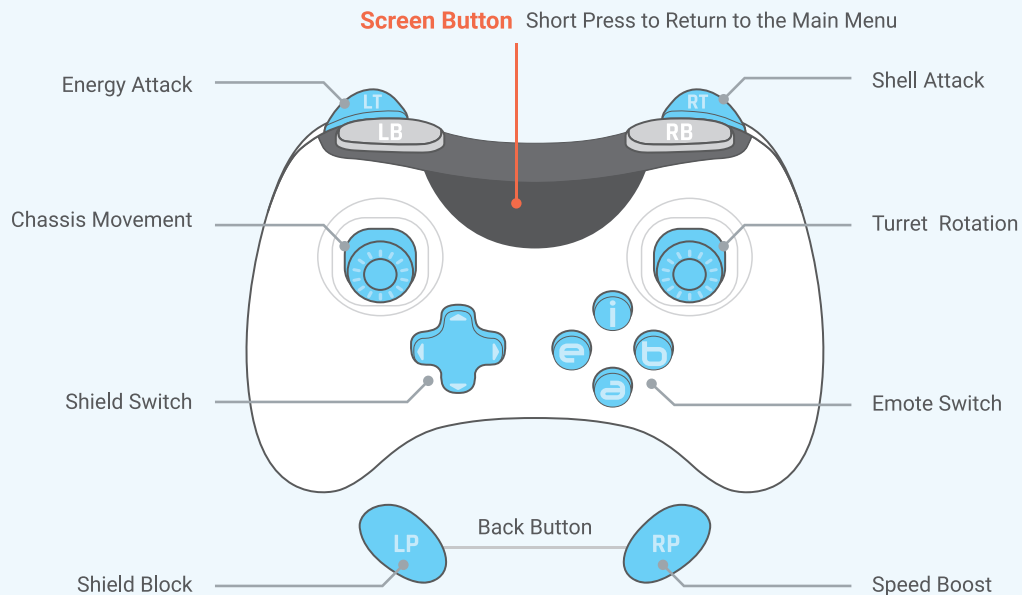


Energy Points: Using certain moves will cost energy. The energy point will slowly recover over time or be fully restored when switching to a new shell.

Shell Types: See P11 for details.

Moves and Maticontroller Operations 1

● The gray button is not available in this mode.



The fun of this mode lies in using cover to outmaneuver your opponent. Players can use various props such as books, boxes, and more as cover to set up the battlefield environment.



[Shell Attack]

Short press **RT** to launch.
Deals health damage when hitting an enemy.
After launching, enter a reloading state.



[Shield Block]

Short/ Long press **LP** to consume energy points and release.
Blocks all health damage during release.



[Energy Attack]

Short/ Long press **LT** to consume a small amount of energy points and release.
Deals significant energy damage when hitting an enemy.



[Speed Boost]

Short/ Long press **RP** to consume energy points and release.
Increases chassis movement speed.



[Shell Switch]

Short press  to consume a small amount of energy points and release.
Upon successful switching, the energy is fully replenished, and a corresponding color shell is loaded.



[Emote Switch]

Short press **e** / **i** / **b** / **a** to activate.
Eilik performs various actions, mainly used for combat communication.

Strategy 1



[Shield Parry]

When an enemy's [Shell Attack] hits you, while you are in [Shield Block] status, you can take advantage of their reloading gap by short pressing **RT** to launch a [Shell Attack] counter. Hitting the enemy will cause health damage.



[Break Shield]

When the enemy releases [Shield Block], you can short/long press **LT** to continuously release [Energy Attack]. This will rapidly deplete the enemy's energy points to zero, and break their [Shield Block] status.



[Quick Escape]

After launching [Shell Attack], if you want to dodge an attack while in reloading status, or if you want to quickly move around cover or behind the enemy, you can short/long press **RP** to achieve this.



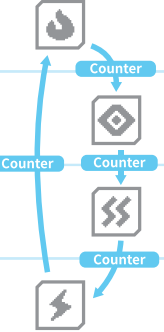
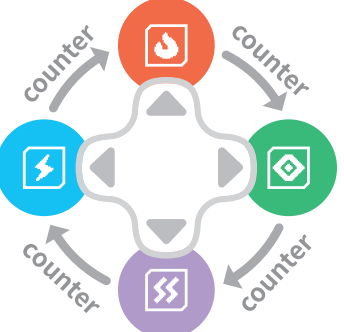
[Instant Switch]

After launching a [Shell Attack], you can quickly press  /  before entering the reloading state to release [Shell Switch].



[Type Advantage]

When [Shell Attack] hits the enemy and our shell type counters the enemy, it will deal significant health damage to the enemy.

Shell Names & Designs	Button	Barrel Color	Icon & Counter Relationships	Counter Relationship Overview
 Blazing Barrage				
 Demon Torpedo				
 Quake Pulse				
 Magnetic Storm				

3.1.3 You vs. Panxer



Switch Maticcontroller to **You vs. Panxer**.

Press **A** to enter the game.

According to Eilik's voice prompt, "Hey, wanna watch a tutorial?", press **A** or **B** to choose to watch the tutorial or directly enter the battle.

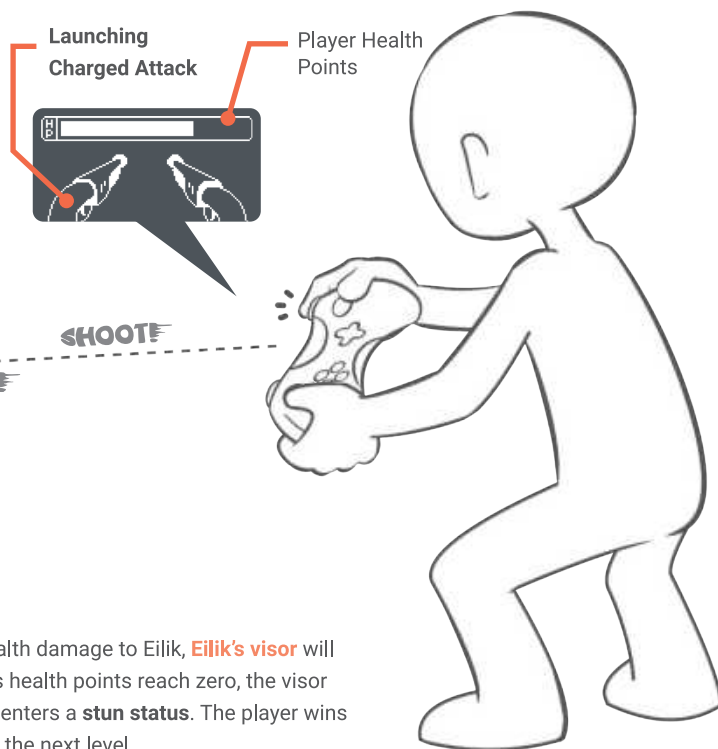
Gameplay:

Players use Maticcontroller to shoot at and battle Panxer.

Only shooting Eilik's face or the front of Panxer can deal damage.



When you deal health damage to Eilik, **Eilik's visor** will **crack**. When Eilik's health points reach zero, the visor shatters, and Eilik enters a **stun status**. The player wins and progresses to the next level.



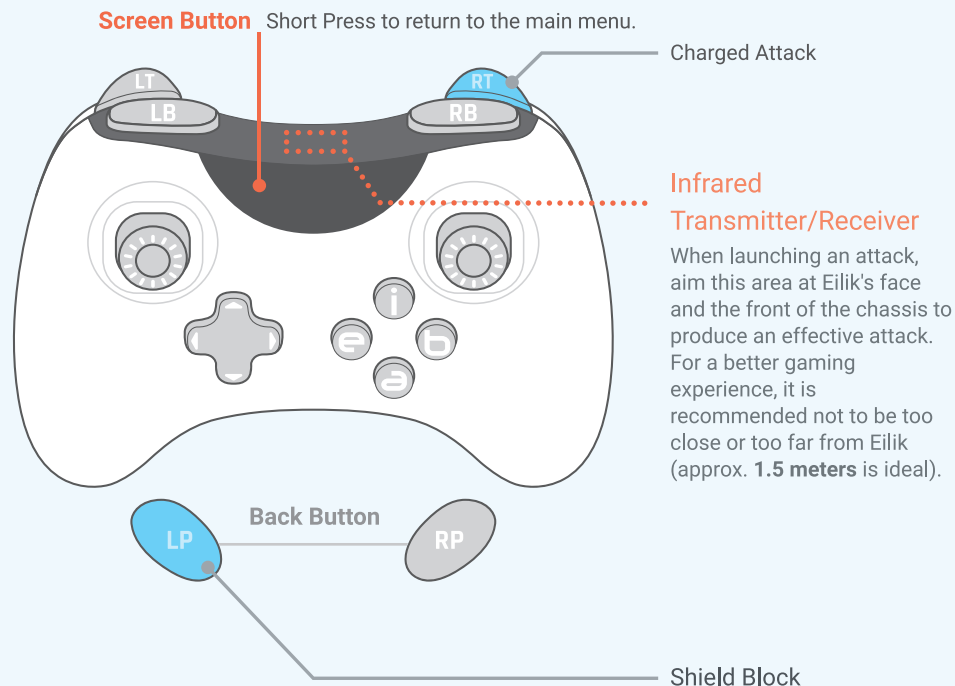
Objective: Within **130S**, break the **visor** of Panxer driver Eilik, and deplete the enemy's health point to zero.

Operation: See **Moves and Maticcontroller Operations 2** (P13).

Advanced: Learn more methods to defeat Eilik. See **Strategy 2** (P14/P15).

Moves and Maticontroller Operations 2

● The gray button is not available in this mode.



[Charged Attack]

Long press **RT**, then remove the pressing to release. Deals health damage when hitting an enemy.

RT 1.5s: Max damage. 0.8s: Medium damage.



[Shield Block]

Short/Long press **LP** to release. Blocks all health damage during release.

⚠ While long pressing **RT** to release the [Charged Attack], you can press **LP** at any time to release [Shield Block], but this will interrupt the [Charged Attack].

Strategy 2

In **You vs. Panxer**, there are a total of 9 levels, with increasing difficulty in each stage. Higher difficulty levels test the player's physical endurance and reaction time more. Each game session starts from the first level.

LEVEL

1

2

3

4

5

6

7

8

9

Panxer's Combat Mechanism

At the start of the game, Panxer will continuously search for the player until the game ends.



Eilik can launch bomb attacks at any time. Hiding won't help!

When Panxer does not detect the player

Eilik will launch [Bomb Attack], a full-area attack that causes damage to the player's health.



[Bomb Attack]

When Panxer detects the player

Eilik will launch [Cannon Attack] or [Gatling Attack]. When it hits, it also deals health damage.

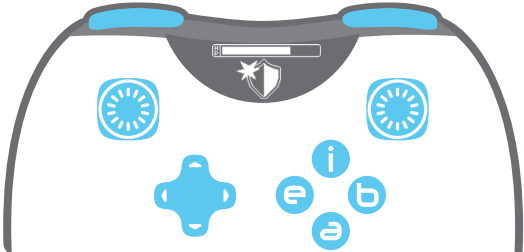


[Cannon Attack]



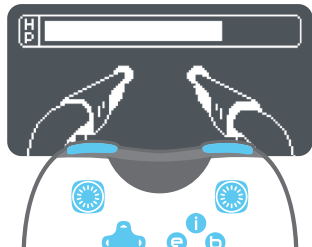
[Gatling Attack]

When Eilik launches attacks, you can long press **LP** to release [Shield Block] to block the attack.

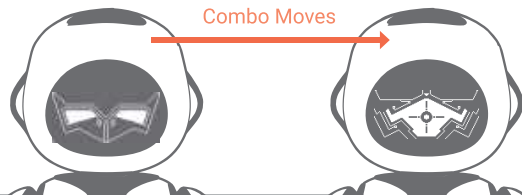


Players are advised to be proactive and suppress the enemy.

After Eilik attacks, the period until its next attack is a great opportunity for the player to strike back!



When your attack hits Eilik, there is a chance it will release [Shield Block] to block the damage and may also counterattack immediately. Watch out for the block!



[Shield Block]

[Cannon Attack]

Victory Bonus

When Eilik's health points reach zero, it will enter a **stun status**. The player wins and proceeds to the next level.



Stun Status

During the **stun status**, players can launch multiple attacks. The number of attacks will accumulate.

How many attacks can you land?



3.2 Panxer Setting



Switch Maticontroller to Setting.

Press  to enter the submenu.



Press  /  to select Panxer Setting.

Press  to enter the setting.



Volume



Speaking Style

 /  Adjusts the frequency of Eilik's speech during the game.



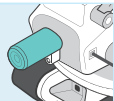
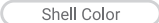
Barrel Brightness



Aggressive Mode

 /  When enabled, the movement range of the barrel in You vs. Panxer increase, raising the game difficulty.

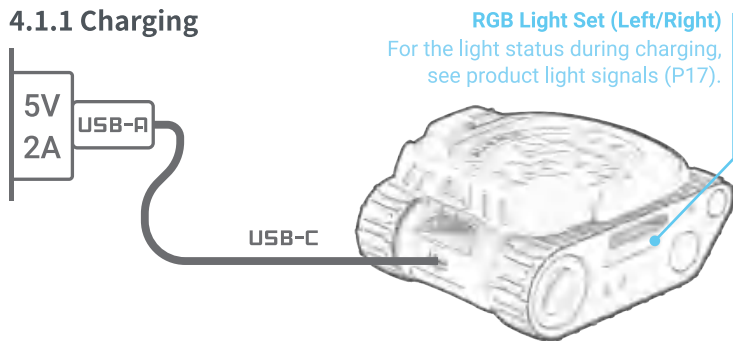
3.3 Product Light Signals

	Light Signals	Chassis Light Color & Status		Barral Light Color & Status	
Status Prompt	Normal		Constant Light		
	Malfunction		Flashing		
	Fireware Update		Flashing → Constant		
	While Charging		Breathing Light		
	Fully Charged		Constant Light		
	Battery Level < 20%		Flashing		
	Low Battery		Flashing, then power OFF		
Free Roam & Panxer Battle	Launch [Shell Attack]	Free Roam  Constant Light	Panxer Battle  Constant Light	 Shell Color	Brief Flowing Light
	Release [Shell Switch]			 Shell Color	Lights OFF, then lights ON
	Release [Energy Attack]			 Shell Color	Continuous Flowing Light
	Release [Shield Block]		Continuous Flowing Light		Continuous Flowing Light
	Release [Speed Boost]		Continuous Flowing Light	 Shell Color	Constant Light
You vs. Panxer	When Panxer launches [Cannon Attack]		Lights OFF		Brief Flowing Light
	When Panxer launches [Gatling Attack]		Rapid Flashing		Brief Flowing Light
	When Panxer launches [Bomb Attack]		Lights OFF		Rapid Flashing
	When your attack hits Panxer		Rapid Flashing		Lights OFF

4. Safety & Precaution

4.1 Precaution

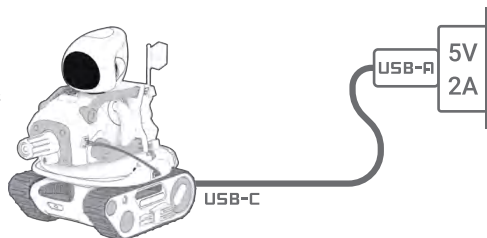
4.1.1 Charging



When charging, please ensure the chassis is powered OFF.
The recommended charging time is **1 to 1.5 hours**.

To avoid issues with charging and data transfer, be sure to use the official USB-C Cable(black).

If Eilik is mounted on the chassis while charging, it will also be charged. This will extend the chassis charging time to **2 to 2.5 hours**.



4.1.2 Connection

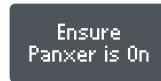
Note: This applies only when the previously connected Panxer is the same as this paired Panxer.

Long press the **screen button** 3s to power ON.



Maticontroller will automatically search for Panxer.
(Please be patient during the search and do not operate.)

If Panxer is not powered ON



Prompt: Ensure Panxer is power ON.



Long press the **power button** to turn Panxer ON.

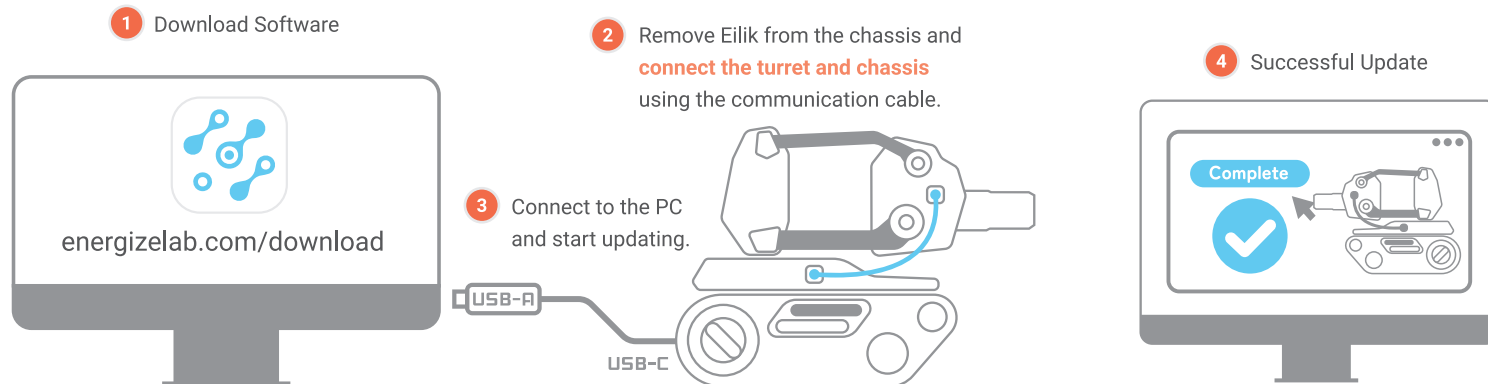


Long press **Hold** to confirm and complete the connection.

During gameplay, if the connection between Panxer's components becomes loose and causes disconnection, it will automatically reconnect once the component returns to its proper position.

4.1.3 Firmware Update

To ensure the latest and complete experience, please make sure that Panxer, Eilik, and Maticontroller are all updated to the latest firmware.



Note:

If the firmware update fails multiple times, try the **reset procedure** and update again (P21).

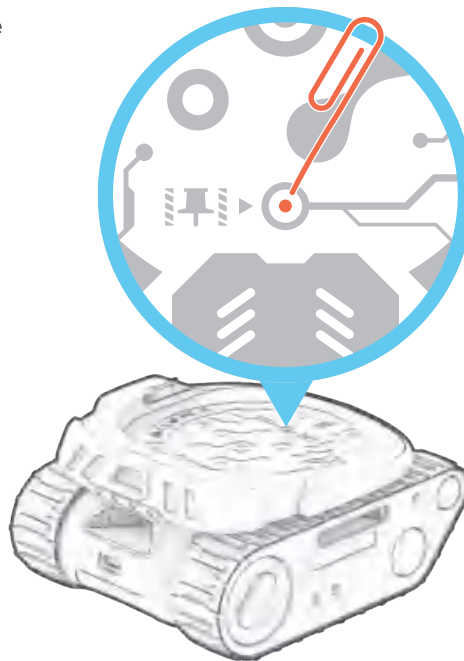
If it still fails, please visit energizelab.com/support for assistance.

The firmware update methods for Eilik and Maticontroller are the same; for more information, see the respective user manuals.

4.1.4 Hard Reset

If Panxer encounters an anomaly during operation that **prevents it from shutting down normally**, you can perform a reset using the reset hole. Resetting only forces power-OFF, and will not delete any settings information stored in Panxer.

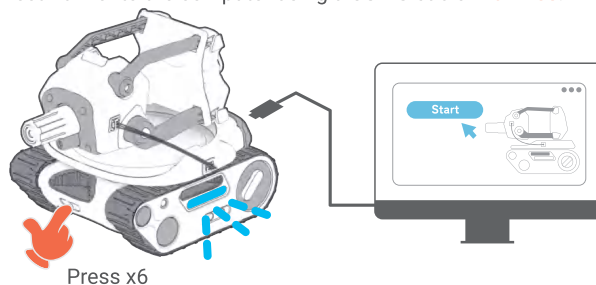
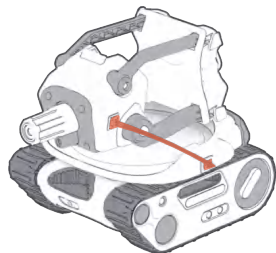
Insert a reset needle or paperclip into the reset hole on the top of the chassis. The chassis light will turn OFF after hearing a “click” sound, indicating a successful reset.



4.1.5 Reset Procedure

This refers to erasing the APP program configuration information. After the reset, some firmware content will be lost. This procedure is generally used to resolve **failure to boot**, such as unresponsiveness after an update, freezing upon startup, or inability to boot normally.

- 1 Ensure Panxer is powered OFF.
- 2 Connect the chassis and turret using the communication cable.
- 3 Press the power button 6 times consecutively (with an interval of **no more than 1s**). On the last press, **hold it down** until the chassis lights up with a blue light. Then, connect Panxer to the computer using a USB-C cable **within 8s**.



- 4 Once the reset procedure is completed, the chassis will display a constant blue light, prompting you to prepare for firmware update. At this point, you can release the button and open the update tool to begin the firmware update.



4.1.6 Troubleshooting

[1] Overheat Error

During use, if Eilik's screen shows the prompt 'Panxer overheating. Please take a break.', it indicates that Panxer's current temperature is too high to continue operation. Players should take a break and it is recommended to wait 20 minutes until Panxer returns to normal temperature before resuming.

[2] Malfunction Error

If Eilik's screen shows the prompt 'Panxer malfunction. Please reboot Panxer.', it means that Panxer has encountered an unknown issue. Players should first power OFF the device, then restart it to automatically fix the bug.

[3] Abnormal Freezing/Rotation

Check if there are any incomplete operations or improper operations in the current process;

If the operations are correct, try switching to another game mode;

If that doesn't work, try powering OFF the device and then powering it ON;

If unable to power OFF, try resetting it using a paperclip and then powering it ON.

[4] Unable to Power ON

Ensure the power-ON procedure is correct. Long press the power button 5s on the chassis until the RGB light set turns ON, then releases.

If this does not work, use a USB-C Cable to check if the battery is drained.

[5] Other Issues

Please visit energizelab.com/support for assistance.

4.2 Specifications

Size: 190.3*130*173.5 mm

Weight: About 559g

Materials: High-strength Polycarbonate

Servo: EM3A *2

Input Power: USB-C, 5V 2A

Charging Time: Approx 1.5 hours (25°C)

* Theoretically, from empty to fully charged.

Battery Capacity: 7.4V 1200mAh

Operating Time: Approx 2 hours of continuous use in a fully charged state.

* May shorten depending on different game conditions (such as movement frequency) and Eilik's battery level.

Operating Temperature: -20~+60°C

Connection Method: 2.4G mode

Communication Range: ≤ 20 m

4.3 Wireless Transmission Statement

RF(Radio Frequency) Used:

2.4G band.

Certifications Obtained:

Complies with frequency restrictions and has received certification for restricted use based on frequency laws.

Restriction of Use:

Only supports all Maticontroller under Energize Lab that support 2.4G communication. Depending on the device specification and setting, some operations and content may differ.

Range of Use:

The maximum usable range of Maticontroller is 20 meters.

The range may be shortened depending on the environment, obstacles, or interference.

Interference from other devices:

If Panxer is placed too close to other devices using the 2.4G band (such as Wi-Fi), due to radio wave interference, Panxer may not work properly and may experience issues like slow movement, or unresponsiveness. If the radio waves from nearby base stations, etc., are too strong, Panxer may not function properly.

4.4 Security Instructions

Improper use of the product can easily cause damage to the product or may endanger personal and property safety Please keep and use this product in strict accordance with the following safety instructions:

1. This product cannot be washed.
2. Be sure to use the local safety standard charger for this product to charge, to prevent electric shock or battery damage.
3. Avoid severe physical actions such as dropping, throwing, stepping on, or squeezing, etc.
4. Be sure to there is no liquid infiltration or splashing into the product to avoid battery, circuit damage or short-circuit.
5. Disassembly or disintegration of this product by non-professionals is strictly prohibited.
6. It is strictly prohibited to put this product into harsh environments such as water, fire (including close to stove, heating and other heat sources) or exposure to temperatures above 60°C (140°F).
7. When the weather is hot, please do not put this product in the outside unmanned car or other sun exposure places.
8. If you don't use this product for a long time, please store it in a cool and dry environment.
9. This product contains lithium-ion batteries. It is strictly prohibited to open the product's shell to avoid possible damage to the core or other hazards.
10. Please fully charge this product when it's used for the first time.
11. When charging the product, you should ensure your presence, unplug the power when you leave or go out for a long time.
12. When this product is fully-charged, please remove the connection cable in time, to avoid damaging battery capacity.
13. This toy contains non-replaceable batteries.

4.5 Maintenance

Please clean with a soft dry cloth or a damp cleaning cloth. Do not use solvents, including gasoline, thinner, alcohol, kitchen detergents, chemical wipes, etc. This may cause external deformation or layer peeling. Do not wipe with an excessively wet cloth, as this may allow liquid to enter the interior and cause a malfunction.

4.6 Warranty Policy

Energize Lab provides a 90-day warranty policy. The specific warranty services are as follows:

1. During the limited warranty period, Energize Lab will repair or replace any parts of the product that are defective or malfunction during normal usage. Energize Lab reserves the right to use new or refurbished replacement parts in repair of the Product.
2. A purchase receipt or other proof of the date of purchase is required in order to claim the benefit of this warranty.
3. This limited warranty applies only to products manufactured by or for Energize Lab and that can be identified by Energize Lab's trademark, trade name or logo. The limited warranty does not apply to any non-Energize Lab product or software.
4. The limited warranty extends only to purchasers who purchased the product on official channels and is not assignable or transferable to any subsequent purchaser.

5. All rights to interpret the contents of this warranty policy belong to Energize Lab.

Energize Lab will not provide warranty services in the following circumstances:

1. Improper storage, unauthorized repairs, inappropriate testing, incorrect use of non-original accessories, misuse, collisions, negligence, abuse, liquid ingress, accidents, modifications, or tampering with altering labels and anti-counterfeit marks;
2. External causes and force majeure such as fire, flooding, sand, dirt, windstorm, lightning, or earthquake;
3. Exposure to extreme weather conditions, theft, loss, or improper use of any electrical source;
4. Cosmetic damage, including but not limited to scratches, dents or broken plastic, or normal wear and tear;
5. Usage of product other than its normal and customary manner;
6. Improper testing, operation, maintenance, installation, or

any alteration or modification of Product;
7. The term of validity has exceeded 90 days.

4.7 Regulatory Compliance



FCC Requirement

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

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.

This device complies with FCC radiation exposure limits set forth for an uncontrolled environment. This device should be installed and operated with a minimum distance of 20cm between the radiator & your body.



EU WEEE Statement

The symbol means that this product shall be disposed of separately from household waste according to local laws and regulations in the EU. When this product reaches its end of life, take it to a collection point designated by local authorities for the recycling of waste electrical and electronic equipment. The separate collection and recycling of your product at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment.



UK Declaration of Conformity

Shenzhen Zhuneng Technology Co., Ltd. hereby declares that this device is in compliance with the essential requirements and other relevant provisions of Toy (Safety) Regulations 2011 and Electromagnetic Compatibility Regulations 2016.



EU WEEE Statement

Shenzhen Zhuneng Technology Co., Ltd. hereby declares that this device is in compliance with the essential requirements and other relevant provisions of Directive 2014/30/EU.



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