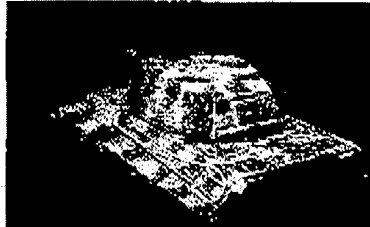


3. Starting the system

◆ The system will start by pressing the "Start/Stop" button with shaking action and engine sound.



"Start/Stop" Button

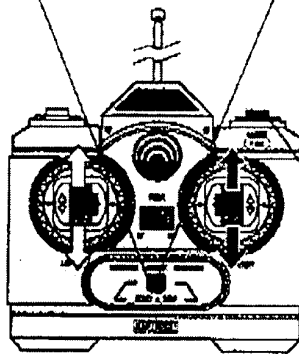
◆ The system will stop by pressing "Start/Stop" button again with sound.



"Start/Stop" Button

"Start" Button in 2-Player Battle game

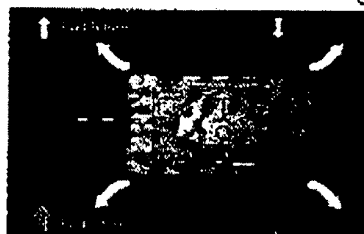
This button will be used as a "Reset" button when playing 2-Player battle game. When your tank is hit 3 times, the system will be shut down. You can reset the system by pressing this button.



3. Basic Actions



◆ Forward & Backward



◆ Right turn & Left Turn



◆ Fire action & sound by pressing "Cannon" Button

"Cannon" button

2-Player battle game!

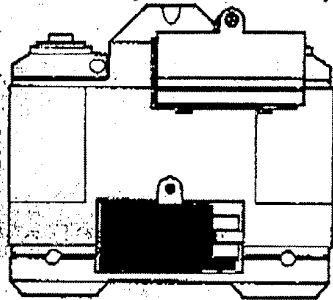
You can play exciting battle game using RC/IR system.

Integrated RC & IR system allows you the smooth action & realistic battle!

1. Installation of batteries (phillips screwdriver required)

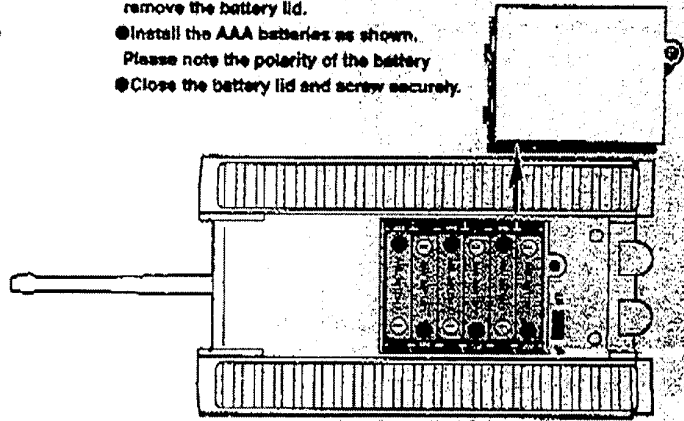
(Install 9V battery to controller)

- Unscrew the small screw on the battery lid and remove the battery lid.
- Install the 9V battery as shown. Please note the polarity of the battery.
- Close the battery lid and screw securely.



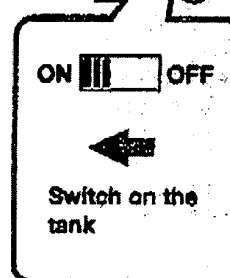
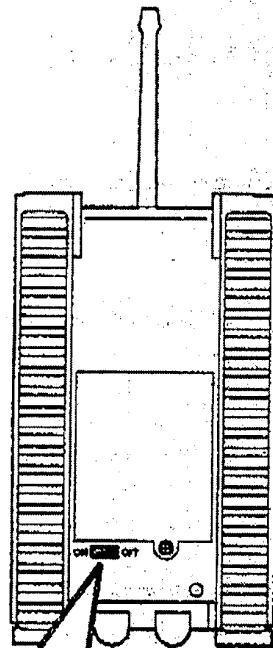
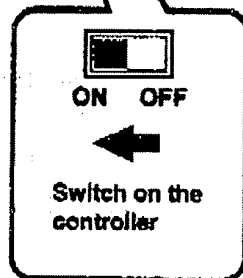
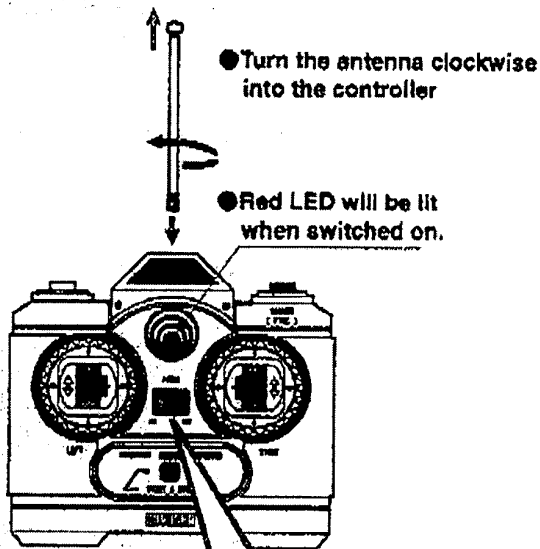
(Install AAA batteries to Tank)

- Unscrew the small screw on the battery lid and remove the battery lid.
- Install the AAA batteries as shown. Please note the polarity of the battery.
- Close the battery lid and screw securely.



2. Switches

※ Controller should be switched on first.



4. Battle Game

※Please have the tanks with different frequencies to play the battle game.

(Before the battle game)

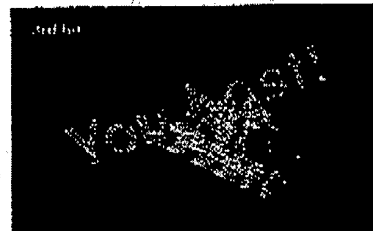
※There are new functions when you play battle game. Please see below before playing the battle games.



◆The system has IR transmitter & sensor.



◆The tank will shake with sound when hit (1st & 2nd hit).



◆At 3rd hit, the tank will go backward with breaking sound. The system will be shut down.

Points in battle

- IR cannot reach to the sensor when there is an obstacle between tanks.
- Sensitivity of IR sensor depends on the direction of IR that coming from. The faster you find the best shot angle, the better chance to win the game!
- IR beam widens and weakens as it goes. It will be easier to hit from distance, but the sensor may not pick up the beam because of weak signal.
- After 1st and 2nd hit, you have 5 seconds of "invincible time", which your sensor will not pick up your opponent's beam. This time is the best time to shoot back!
- After 3rd hit, the tank will go back for about 10~15 cm as the action of "game over".
Please do not play on small space with height from the ground to avoid falling.
- When you lost the battle, you can reset and restart the system by pressing the "Start/Stop" button.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user authority to operate the equipment.

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 needed.
- Consult the dealer or an experienced radio/TV technician for help.