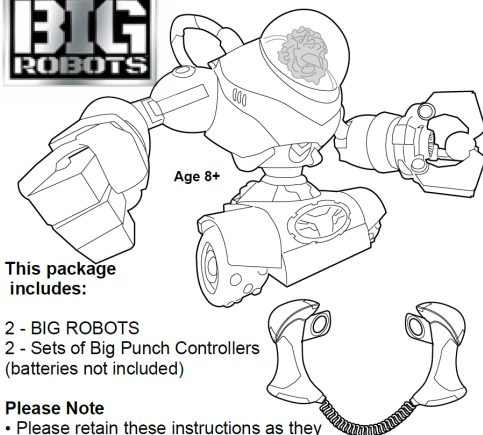




This package includes:

- 2 - BIG ROBOTS
- 2 - Sets of Big Punch Controllers (batteries not included)

Please Note

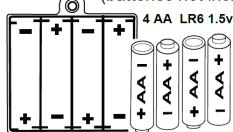
- Please retain these instructions as they contain important information.
- Read all of the instructions before operating your Robot.
- Robots come in many shapes and sizes, yours may not look like the robot depicted on this instruction sheet, or on packaging.
- All Big Robots have the same functions. Follow these steps for operating any robot in the line.

Changing the Batteries in your Robot

- Adult supervision is required to change the batteries.
- Replace the 4 AA batteries in the robot making sure to match the polarity shown inside the battery compartment.
- Using Alkaline batteries will prolong battery life.
- Replace the battery hatch and screw tight.

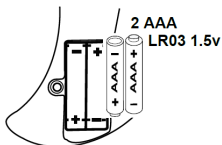
Bottom of Robot

(batteries not included)



Changing the Batteries in your Controllers

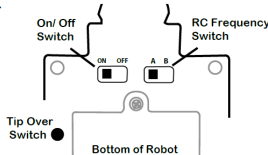
- Replace the 2 AAA batteries in the Controller, making sure to match the polarity shown inside the battery compartment.
- Using Alkaline batteries will prolong battery life.
- Replace the battery hatch and screw tight.



Activation

To activate your robot, you must first sync the controllers with the bot. Colour-coded stickers on the back of each controller coincide with the color of your robot. For example, a red robot will use controllers with red stickers. In any robot battle, one robot should be on frequency A and the other, on frequency B. This allows each controller to send different messages to his or her robot.

- At the bottom of the robot, switch the ON/OFF switch to the ON position.

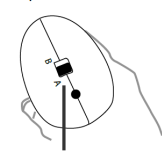


- Next, indicate the RC frequency for your robot, either A or B. This frequency should be different from your opponent's frequency.

- Sync your controller by matching the robot's frequency (A or B) to the indicator on the right hand controller.

- Next, press the reset button, located at the bottom of the right hand controller. Now you're ready to battle!

Top of Controller



RC Frequency Switch

Bottom of Controller



Reset Button

Using Multiple Robots

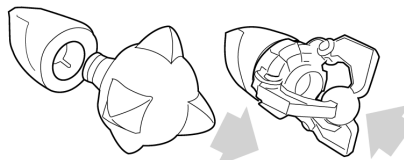
When using multiple robots at once, make sure to pair each robot with the appropriate controller. Left and Right stickers are color coded with their corresponding robot.

Controls

Hold each controller in the appropriate hands. Each controller is labeled with an L or R, relating to your left and right hands. Your robot will drive forward, backward, make turns, and will punch according to your movements.

Interchangeable Fists

Each robot has interchangeable fists. To remove a fist, pull it gently away from the forearm portion of the robot. Once removed, any fist from a given Big Robot may be inserted into another robot's arm.



Troubleshooting

If your robot is functioning at a slower pace than usual (slow or weak wheel and arm movement), try replacing the batteries, using fresh alkaline batteries.

If your robot isn't responding to your controllers, reset the controller using the power button (located at the bottom of the right controller) and reset your robot using the power switch (located at the back base of the robot).

Check to make sure the radio frequency of your robot matches the frequency on your controller and differs from your opponent's frequency.

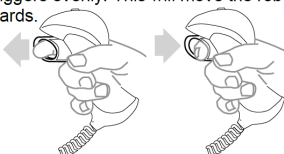
If the robot still isn't acting properly, check the AA batteries in the robot, and the AAA batteries in the controller. Ensure that batteries are fresh and that they match the polarities shown.

Movement/ Driving

To drive your robot, use the triggers on each side of the Big Punch Controllers. The left hand controls the left wheels, and the right hand controls the right wheels.

- To drive forward, (while holding the controller) press both fingers OUTWARD, away from your body. This will move both wheels forward, causing the robot to advance evenly.

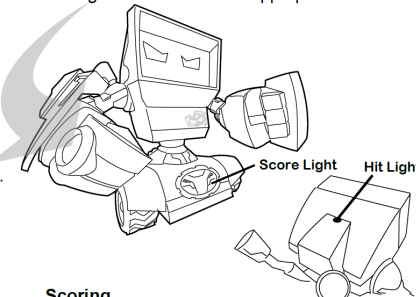
- To move in reverse or dodge, pull backward on both triggers evenly. This will move the robot backwards.



- To turn, simply press one finger forward. This will rotate one set of wheels, causing the robot to pivot. Experiment with these movements. Combining different pressures will allow you to control your robot with greater skill.

Punching

Your big robot will punch in time with your movements. Make wide, sweeping punches for the most effect. Make sure you are holding the left and right controllers in the appropriate hands.



Scoring

Each robot has a hit sensor, and a hit light. When a robot is struck, the hit light will illuminate. An internal scoring system will log the hit.

A score light (located at the base of each robot) will monitor your health. When green, your robot is at full health. Blue indicates it has taken some damage. At red, your robot has lost a significant amount of health. When the indicator flashes red, your bot is weakened, and may be just a few hits away from powering down.

When any robot registers 30 hits, it will lose the fight and power down. A battle can be won after a robot powers down, or with a knockout, when one of the robots is tipped over.

Begin a New Bout/ Reset

After a battle has ended, to begin a new bout, reset both robots.

- Press the On/Off switch on the bottom of the right controller TWICE. This will turn the robot off, then on again, resetting the scoring memory.
- The robot will not activate until it is standing upright. If it was knocked over in the previous bout, reset the robot by standing it on its wheels.

BATTERY INFORMATION

- Always replace used batteries with fresh alkaline batteries. Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity
- Do not mix old batteries with new, do not mix alkaline with standard carbon zinc or rechargeable nickel cadmium batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged. Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

CAUTION

- Do not dispose of batteries in fire.
- Discard old batteries in accordance with local regulation.
- Remove batteries from the device when stored.
- Do not store loose batteries.

Claim: 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.

Caution: changes or modifications not expressly approved by the party responsible for compliance could void the user's 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. This Class B digital apparatus complies with Canadian ICES-003. 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 Class B digital apparatus complies with Canadian ICES-003.

For questions and comments please call in the U.S.A. and Canada 1 800 225 9319



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Made in China



Complies with
Toy Safety
Standard
ASTM F963

Please Recycle

WARNING:

All rubber bands and wire ties, as well as tags, are not parts of this toy and should be discarded for your child's safety. Colors and contents may vary from those shown on the package.

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