BATTLE TANK

Instruction Manual of Infrared Control (IR) Battle Tank



Thank you for purchasing the product of our company. If you want to know more on how to operate this product, please kindly read this instruction manual carefully before using it.

Please buy 2 or more than 2 tanks with different frequencies, let you experience All-New Realistic Tank Battle!

⚠ Caution:

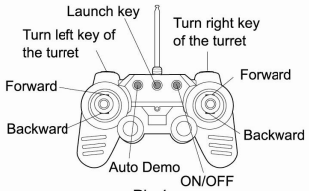
*Please assemble and use this product correctly as per the instruction manual and packing instruction indicated. Some parts should be assembled by the adult.
*Please use it under the accompaniment and guidance of adult.
*Please well collect all the packing material when using this product so as not to cause injured to the children.
*Please check periodically the charger, wire, plug, outer shell and any other parts. If there is damaged, please stop using it until it is well repaired.
*Please DO NOT touch the rotating tank track.
*Please DO NOT play it on the road or in the crowd so as to avoid danger.
*In order to extend the using life, it is highly suggested that it should be used on the even or smooth road surface or indoor environment.
*Please DO NOT play it in the water or rain as the part may be moistened and cause breakdown. If it is played under too strong sunlight, it may cause malfunction.
*If you hear the thunder or see the lightening, please stop using it immediately.
*Please make sure there is no transmitter with the same frequency nearby. If any same frequency being used nearby, please replace it with another frequency or play it in another place so as to avoid that the tank with the same frequency may interfere with each other, which may cause malfunction or even accident.
*Only the original charger made from our factory can be used.
*Only the battery which is the same brand as that required by the power can be loaded into the compartment of the charger.
*Charger is not a toy.
*Please disconnect this toy with the charger before cleaning.
*Please DO NOT aim the antenna to other people's face, eyes so as not to cause injured.
*4.8V "AA" battery pack and battery (not included) should be required in this tank. 9V battery is required in this transmitter.
*Please pay attention to the battery polarity when loading or replacing the batteries.
*During the process of operating, the car speed may appear slowly, it may be caused by insufficient power. Please replace the battery timely.
*Non-chargeable battery is not to be charged.
*Charging the chargeable battery should be conducted under the surveillance of the adult.
*Chargeable battery should be removed from the toy before charging.
*Old batteries are not to mix with the new ones. Batteries of different types are not to be mixed together.
*Exhausted battery or batteries which not used for a long time should be removed from this product.
*Connecting end is not to be short-circuited.
*Please DONOT make the battery short-circuited or decomposed or thrown into the fire.
*This instruction manual may contain important information, please retain it for future reference.

1. Main parameter

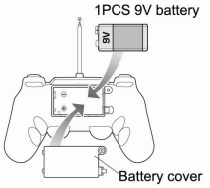
Frequency: 27MHz/40MHz
Control distance:≥15 m
Fighting distance: ≥4 m

Battery type: 1.Tank: 4PCS "AA" or 1PC 4.8V "AA" battery pack
2.Transmitter: 9V battery
Voltage scope: 2.4V transmitter ＜Transmitter ＜3.2V4.0V＜Tank＜6.5V

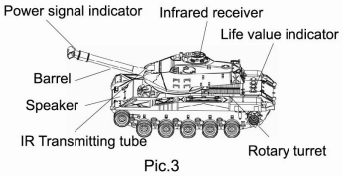
2.Part name:



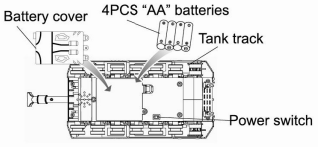
Pic.1



Pic.2



Pic.3



Pic.4

3.Using method

1.As the picture 4 or charging diagram shown, open the battery cover of the tank. Then load 4PCS AA batteries or 4.8V" AA" battery pack, buckle tightly the battery cover, then pull the ON/OFF switch to "ON" position.
2.As the position pic.2 indicated, open the battery cover of the transmitter, then load 1PCS "9V" battery as per the correct polarity shown, then close the battery cover.
3.Place the tank on the flat playground and ready to operate.

4.Basic operation of the transmitter

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: The user is cautioned that 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. 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.

1.ON/OFF

As the pic.5 shown, press the ON/OFF key on the transmitter and it will send out electronic igniting sound. When starting, it will send out idling engine sound. If you press the ON/OFF key of the transmitter once again, you will switch off the power of the tank. Please make sure all the four life value indicators are ON before you operate any other function.

2.Turret turn-right key/Turret turn-left key

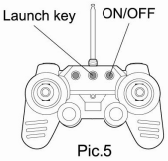
As pic.5 shown, press the "Turret turn-right" or "Turret turn-left" key on the transmitter, you can make the turret turn right or turn left.

3. Launch key

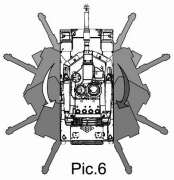
As pic.5 shown, when starting the tank, press the "Launch key" on the transmitter, the tank will send out cannon sound. The tank will make corresponding action with cannon sound. As pic.6 shown, when starting the tank, press the Turret turn-right key/Turret turn-left key and keep pressing it, then press "Launch key" in the same time, the tank will send out machine gun firing sound with power signal indicator flashing and turret rotating.

4.Forward/Backward

As pic.7 shown, push both the left control lever and right control lever forward or backward, the tank will run forward or backward and send out running sound.

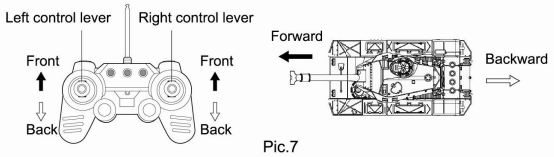


Pic.5

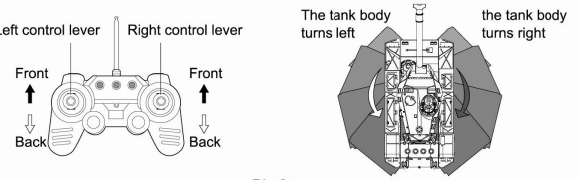

Pic.6

5.Turning of the tank

1.Turn left forward / Turn right forward
As pic.8 shown, push forward alone the left control lever or right control lever on the transmitter, you can make the tank turn right or turn left.
2.Turn left backward/Turn right backward
As pic.8 shown, pull backward alone the left control lever or right control lever, you can make the tank turn left or turn right.
3.Make rotation in the original place
As pic.8 shown, Push the left control lever forward or backward and pull the right control lever backward or forward in the same time, the tank will make right or left rotation in the original place.



Pic.7

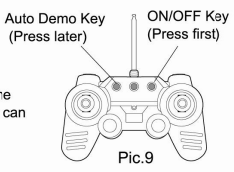


Pic.8

All the functions mentioned above can be freely combined using during the actual operation.

5.Auto-Demo function

Functional demonstration as pic.9 shown
When starting the tank, press the "AUTO DEMO" Key on the transmitter and go into the state of AUTO DEMO. The tank can simulate almost all the basic function in the real operation.



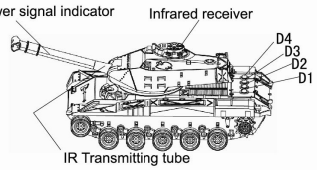
Pic.9

Instruction Manual of IR (Infrared Control) Fighting Tank

Fighting distance is about 4 meters; enjoy the realistic fighting game of two tanks fighting together!

1. Tank Battle

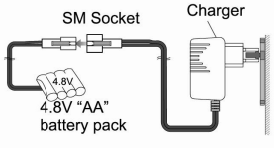
As the picture shown, if you have 2 or more than 2 infrared-control tank with fighting function (different frequencies), during the realistic operation, you can aim the barrel to the IR receiver of another tank and launch the cannon or machine gun quickly, the tank being hit will send out corresponding scream with corresponding action and flashing light effect. Each time the tank got hit for one time by the cannon or being hit by the machine gun for 5 times, one life value indicator will be OFF and take turns until all the life value indicators are all flashing, which means this tank is defeated in this game.

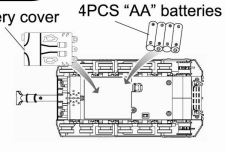


2. Instruction on life value indicator

1.When starting, with starting sound, all the life value indicators D1, D2, D3, D4 will be ON, which means the tank is in the state of Ready For Fighting. Please make sure only when all the life value indicators D1, D2, D3, D4 are all "ON" can you carry out any other actions. When starting, with the sound "Di Di" sending out, the tank is in the state of Non-protection, only after the "Di Di" sound can the tank be hit by the cannon.
2.When the tank got hit by the cannon for 1 time or got hit by the machine gun for 5 times, 1 life value indicator will be OFF. The "OFF" sequence will be from D1 to D4 one by one until all the life value indicators are all flashing, which means the tank is defeated in this game.
3.When the tank got hit by the cannon or machine gun, D4 will be flashing; When D4 keep flashing, it won't get hit by your opponent any more. Only when indicator D4 stop flashing or when this tank launches the cannon actively to others can this tank be possibly hit by your opponent.
4.When the life value indicators D1,D2, D3 are OFF, not only the machine gun is damaged and can not be used but also the turret is damaged and can not be rotating, however, the turret can still launch the cannon.
5.When all the life value indicators are flashing, it means the tank is defeated. (After the tank is defeated, indicator D1,D2,D3,D4 will be flashing for about 15 seconds. The tank will conduct simulated maintenance, this time the tank can not be restarted until the life value indicators are OFF and then you can join the tank battling game again.

Charging diagram





Caution: It takes 8 hours for the first time charging, later it takes about 3-4 hours to fully charge the battery pack, one fully-charged battery pack can be used for playing 10-15 minutes. First of all, please kindly check if the inputting voltage of the charger can be consistent with the local voltage. Also the output voltage of the charger should be consistent with the battery voltage.