

INSTRUCTIONS Item# 17009



Keep this instruction sheet for future reference, as it contains important information. Adult supervision required. Contains small pieces.

BATTERY SAFETY INFORMATION

Only adults should install and replace batteries.

Switch toy off before opening battery compartment.

Insert batteries correctly. Match positive+ and negative- signs.

Alkaline batteries are recommended for best performance.

Rechargeable batteries are not recommended.

If rechargeable batteries are used, they are only to be charged under adult supervision.

Rechargeable batteries are to be removed from the product before they are charged.

Do not recharge non-rechargeable batteries.

Only use batteries specified.

Only use batteries of the same or equivalent type that are recommended for use.

Do not mix different types of batteries: alkaline, standard(carbon-zinc), or rechargeable(nickel-cadmium).

Do not mix old and new batteries.

Remove dead or exhausted batteries.

Remove the batteries during long periods of non-use.

Always remove exhausted batteries from the toy.

Battery leakage and corrosion can damage this product.

Dispose of batteries safely. Recycle where available.

Do not dispose of batteries in a fire or attempt to open the outer casing.

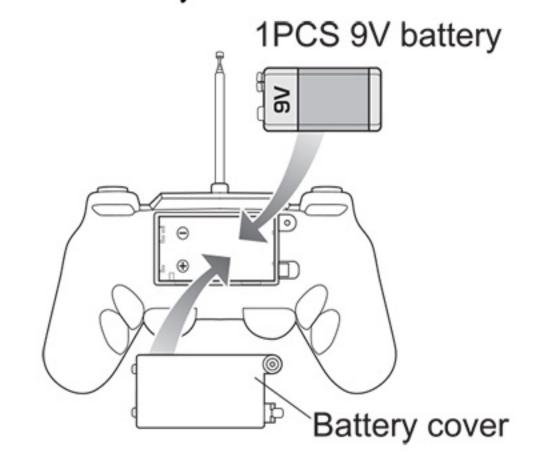
Never short-circuit the battery terminals.

Do not immerse battery-operated toys in water. Wipe clean only.

BATTERY INSTALLATION

How to install batteries:

Controllers: Using a Phillips screwdriver, open the battery compartment and insert 1pc of 9V battery (not included) as per the correct polarity (+) & (-). Then close the battery cover.



Tanks: Using a Phillips screwdriver, open the battery compartment and insert 4pc of "AA" batteries (not included) as per the correct polarity (+) & (-) Then close the battery cover.

CONTROLS:

1. ON / OFF: Tanks: Pull the ON/OFF switch on the bottom of each tank to the ON postion. Place the tank on the ground. Controller - Press the on/off button on the remote. You will hear a activation sound. When starting, you will hear a engine sound. Make sure all 4 "life indicator" lights are on on each tank before you operate another function.

2. TANK MOTION:

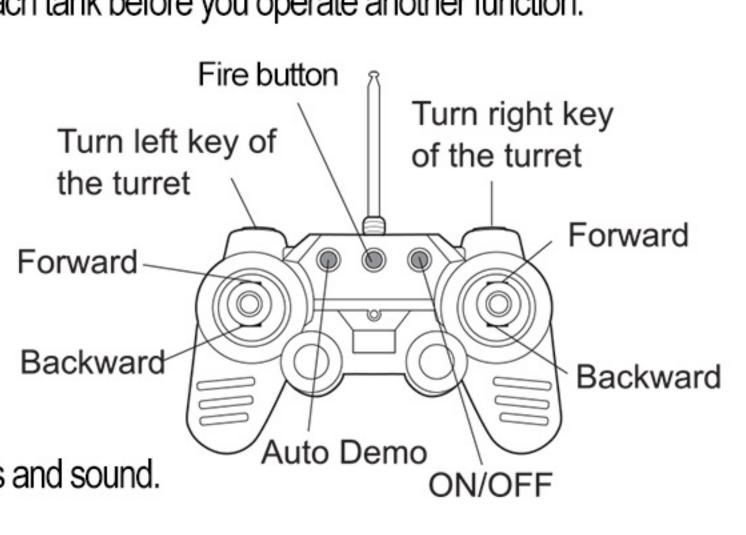
Use the joysticks to move the tank. To go foward, push both joysticks up. To go backward, pull both joysticks down. To turn left forward, push left joystick up. To turn right forward, push right joystick up. To turn left backwards pull left joystick down To turn right forward, pull right joystick down

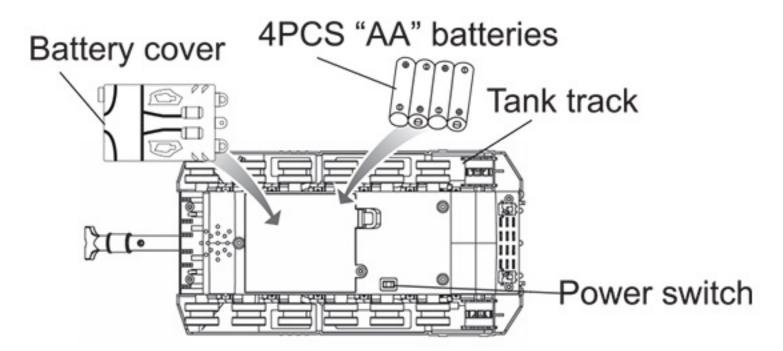
3. AIM & FIRE:

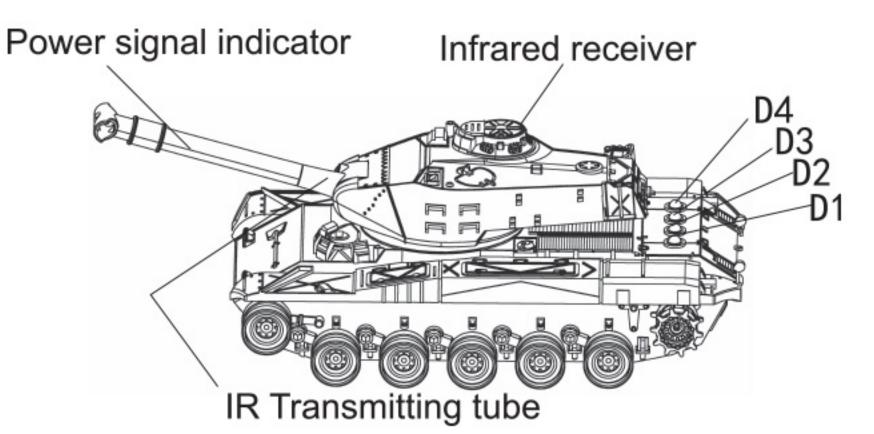
Use the buttons on he top to turn turrets left and right. Press the fire button to shoot infrared cannon with lights and sound. If you press the turret control and fire button together,

the tank will simulate machine gun fire.

DEMO: Press the demo buton for a full display of tank's motions and features.







TANK BATTLE GAME:

-Each tank has 4 life indicator lights on the back. At the start of the batle, each tank will have all 4 life indicator lights on. (as seen on image above: D1,D2 D3,D4)

- -Turn both tanks and controllers on. Once activated, you are ready to battle The objective is to hit your opponent with your cannon shots and machine gun fire.
- -If you hit your opponent with a cannon shot they will lose one life indicator. If you hit your opponent 5 times with machine gun fire, they will lose one life indicator.
- -First player to lose all four life indicators, loses the battle.
- -Everytime a tank gets hit, it will make a sound and the D4 life indicator will flash for a few seconds. During this time your opponent wont be able to hit you. Once D4 life indicator stops flashing you will be able to take damage again.
- -As the battle progresses the tanks take damage. If you get hit 3 times and you have only 1 life indicator remaining, your machine gun wil stop working and you won't be able to turn the turret. You will only be able to move the tank and shoot your cannon.
- -Once all life indicators are off, they will start flashing and tank will stop moving momentarily and the lights will flash for about 15 seconds.
- -Tanks can recognize shoots fired from up to 13ft when fighting against each other.

WARNING

Please DO NOT touch rotating tank track.
Please DO NOT play on the road or in a crowd as to avoid any danger.
Please DO NOT play in the water or rain as the parts could get wet and cause breakdown.
If played under extremly strong sunlight, it may cause malfunction



SPECIFICATIONS

Frequency: 27MHz/ 40MHz
Battery type for each tank: 4pcs "AA"
Battery type for each controller: 1pc 9V

Voltage Scope: 2.4V

- Controller's range distance: 49ft.

- Tank fighting distance range: 13ft











