

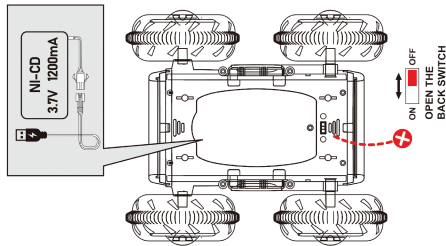
HAMMER BOT BATTLE_{x2}

ITEM# 17030

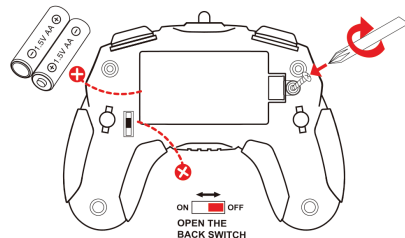
Recommended for ages 4+ Adult supervision required.
Please read and follow this instruction manual.

Battery information:

Hammer Bots come with 2 x 3.7V rechargeable batteries. 1 for each Bot. Before play, Charge the 3.7V battery using the USB chord (included) and a USB outlet (not included). A red light on the chord will be lit while charging. When the light turns off, the battery will be fully charged. Open the battery compartment under the vehicle. Insert and plug charged 3.7V battery into vehicle. Once battery is plugged in, close the battery compartment. Open the battery compartment under the remote control. Insert 2 x AA batteries (not included) Close the battery compartment. Once the vehicle and the remote have working batteries, turn the ON/OFF button under vehicle to ON and you are all set to drive. Repeat process with the other Hammer Bot for all 2 player games.



2 x 3.7V Rechargeable Battery, 1 per Bot (Included)
USB Charging chord (Included)



4 x AA Batteries required. 2 per remote control (Not included)

Remote control:

2.4G remote control frequency matching:

Turn on one of the Bots' power switch ON. The front and rear lights will flash slowly. Turn on 1 remote control ON. The remote will have a indicator light flash slowly. This should sync the Bot with the remote. Repeat the process with the other Bot and other remote before battle.

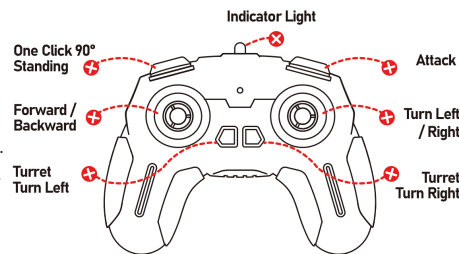
How to control your Bot:

Forward: Push lever up for the Bot to move forward.

Backward: Pull lever down for the Bot to move backwards.

Left: Push lever left for the Bot to rotate left.

Right: Push lever right for the Bot to rotate right.



Turret Left turn: Hold the left turret button for the Hammer to turn left.

Turret Right turn: Hold the right turret button for the Hammer to turn right.

Turning you Bot:

Forward + Left turn: Push forward lever, and Left turn at the same time.

Forward + Right turn: Push forward lever, and Right turn at the same time.

Reverse + Left turn: Push forward lever, and Left turn at the same time.

Reverse + Right turn: Push forward lever, and Right turn at the same time.

Sleep: When left on stand by for 10 minutes, the bots will enter sleep mode. Press any key to wake them up.

Defend and Attack

One button stand: Push the left trigger for the Bot to reverse into a stand. This is your defense. Hold the trigger for a continued reverse stand attack.

Hammer Attack: Push the right trigger for the Bot to hammer attack once. Hold the trigger for a continued attack.

Do not mix different types of batteries: alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium).
Do not mix old and new batteries.
Remove the batteries during long periods of non-use.
Always remove exhausted batteries from toy, and dispose responsibly.
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.

Battery Safety Information:

Only adults should install and replace batteries.
Switch toy and remote to OFF before opening battery compartments.
Insert batteries correctly. Match positive+ and negative- signs.
Alkaline batteries are recommended for best performance.
Rechargeable batteries are not recommended.
If rechargeable 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.

Hammer Battle:

2 player game. Turn on both Bots and sync each one with a remote control. The objective is to hit your opponent's Energy sphere using your bot's hammer. Use your hammer to attack and defend. When your sphere get hit, your Bot will flip and cease to function for 2 seconds. First to 3 hits, wins. Sudden push ups: First player to hit the opponent's Energy sphere wins. Opponent does 3 push ups.

Race / Pursuit:

1 -2 player game. Set up a course around the room. Race the bots around the course. You can do timed trials with just 1 player using a stop watch. Use random toys as obstacles. Race 3 laps or more. Pursuit: 2 players. One Bot starts the course with a 2 second advantage. Begin pursuit. The 2nd Bot must catch up and hit the energy sphere of the opponent before they complete 3 or more laps.

Hit and flip:

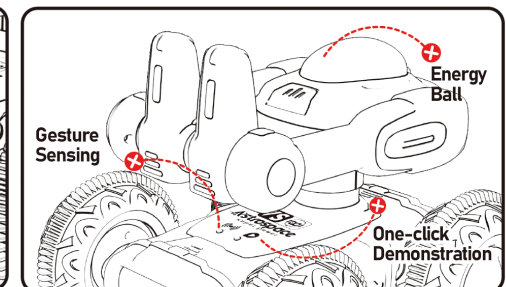
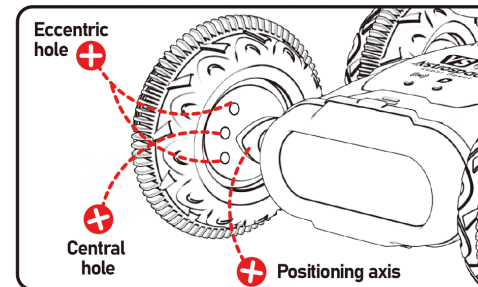
2 player game. The objective is to use your hammer to flip your opponent. Use your hammer to attack and defend. Use your driving skill to dodge attack. First to 3 flips wins.

Stunt Contest:

1 -2 player game. Hit the 1-button demo to watch Hammer Bots perform. Designate a judge. Each player has 20 seconds to perform a Hammer Stunt show. Judge will determine winner on a 1 to 5 hammer scale. Get creative and set up ramps and obstacles for the best Hammer Bot show.

Motion Sensor:

There is a motion sensor on each HammerBot. You can wave your hand over the sensor to make the bot acknowledge you by moving forward or flipping back on its wheels.



2.4
GHZ



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