

- SCALE 1:28**
- OMNIDIRECTIONAL MOBILE**
- TURRET ROTATE 330 DEGREE**
- LIFE LIGHT**
- 45 DEGREES CLIMBING**
- RECOIL AFTER SHOOT**
- FIRE INDICATING LAMP**
- SIMULATION SOUND**



1:28 BATTLE TANKS INTERACTIVE IR BATTLE

User Manual



Specifications:

- Frequency: 2.4GHz
- Remote Control Range: 30m
- Play Time: Up to 15 Minutes
- Charging Time: Up to 4 Hours
- Batteries:
 - Tank: 4.8V Ni-Cd, 700mA (Included)
 - Remote: 4 x AA (Not Included)

Power:

Turn on the power switch on the bottom of the tank, then press "Start" key and "Launch bullet" key at the same time for 2S, and finish the frequency bind, then press the "Start" key to start the tank. (After finish the frequency bind, the "four red indicator lights flash" on the rear part of the tanks will become "one red indicator light stay still")

Operation:

Pressing the "Launch bullet" key of remote control unit, the tank will launch infrared ray "cannon". Pressing "Launch bullet" and "Turret turning left/right" keys at the same time, tanks will launch infrared ray "machine-guns".

Every tank has three times lives in every game. The tanks will lose a life when it is attacked by cannon for once or machine-gun for three times. (losing a life light.) When the tank lose its first life (D1 light quenched), the left track will be damaged and can not move. When the tank lose its second life (D2 light quenched), the right track will be damaged and can not move. When the tank lose its third life (D3 light quenched), it will be defeated and stop working.

Infrared:

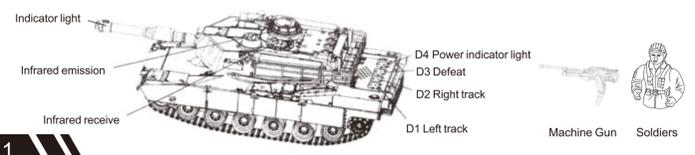
When the tank just starts or loses every life, it has 10S protective time (D3 flashing 10S) and makes it immune to all attacks.

Demo Mode:

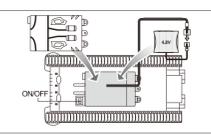
Within the 10s after starting tank, tanks do not have any operation or any signals, it will move into the auto-show for 45s. During the period, if it receives any operation and signals from the remote control unit, the auto-show will stop.

Standby:

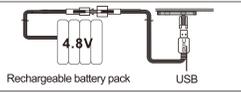
If tank does not receive any signals for 3 minutes, it will enter into standby mode.



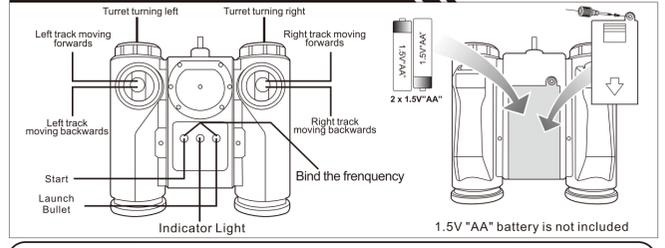
Battery Installation:



Battery:



Remote Control:



Caution:

1. Please follow the requirements of Operation Manual and packing instructions to assemble and use the toys, and some components need to be assembled by adults. Please use the toys in accompanied by adults.
2. Pack up the packing materials when using the toys, so as not to cause harm to children. It is necessary to regularly check the charger, wires, plugs, casing and other parts, and if there is any damage, stop using the toys until completely repairing the damage.
3. Never touch the caterpillar tracks when they are rotating.
4. Do not play the toys on the road or in the crowd, so as to avoid dangers.
5. In order to extend the service life, it is suggested to play the toys on flat and smooth pavement or indoor floors.
6. Please do not play the toys in standing water or in the rain, otherwise the components may get wet and break down; the functions may become unavailable in strong sunshine.
8. Please make sure there is no other equipment using the same radio frequency, otherwise, the frequency shall be changed or another place needs to be selected for playing the toys, so as to avoid frequency interference and failures or accidents caused by it.
9. Only the original charger can be used for charging.
11. The charger is not a toy.
12. The charger shall be disconnected before cleaning the toys.
15. Pay attention to battery polarities when installation or replacement.
16. If the movement of toys obviously drops, the energy of batteries are low, and please replace the batteries.
17. It is strictly prohibited to charge non-rechargeable batteries.
18. Charging the batteries shall be under the supervision of adults.
19. Before charging, rechargeable batteries shall be taken out from the toys.
20. Wiring terminals shall never be short circuited.
21. Never short circuit or break down the battery or throw it into the fire.