

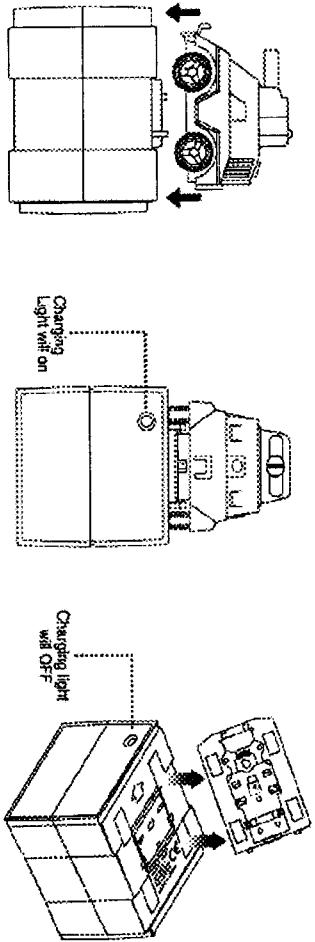


R/C Micro Combat Vehicle

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MCV

6. Make sure the terminal contacts of the vehicles are contacting the corresponding contacts on the charging stand.
 7. Press the vehicle on the stand and let the locks of the stand to hold the vehicle in secure position.



8. The red charging light is on [vehicle is being charged]
 9. When the red charging light is off, the battery inside the vehicle is fully charged.
 10. Carefully remove the vehicle from the charging stand.

Tips & Hints:

- Do not force the vehicle on the charge stand as this may damage the delicate parts. Try to place it on a correct position and securely lock on the stand.
- Make sure both metal terminal on the vehicle and charger are contacting to each other.
- If the charging light becomes dim, replace the charger's batteries.
- Do not operate the vehicle while charging it.
- Red charging light will be off automatically if the charging cycle is completed.
- Use alkaline batteries ONLY on the charger.

OPERATION

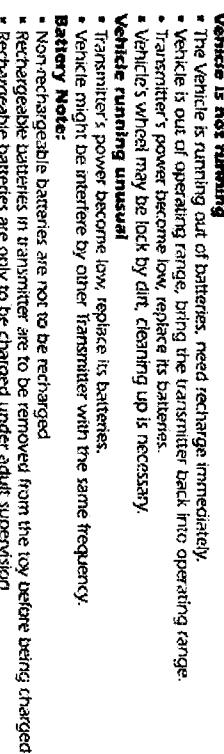
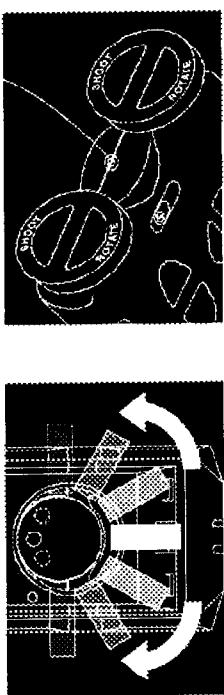
You must charge up the vehicles before operate it.

A. Simple operation of the vehicle:

1. Turn the transmitter power on.
2. To let the vehicle run forward or reverse, press the Forward or Reverse button.
3. Press the Left or Right button to make the vehicle turn left or right [while the vehicle is turning forward or reverse].
4. Adjust the steering adjuster [if necessary] to run straight.
5. Recharge the vehicle while running slow or stop.
6. Turn off the power if not use.

B. IR Battle mode [Suitable for 2 or 3 units of micro combat vehicle with different frequencies]

1. Control your combat vehicle towards your opponent, and make sure that the head of the turret is pointing to the front of your opponent's vehicle.
2. You can rotate the turret of your combat vehicle by pressing the TurnRotate button.



Tips and Hints:

- For best performance, operate your vehicles on smooth surface.
- Continuously checking and cleaning the vehicles' wheel for dirt.
- If vehicles operating range getting short [normal operating range is within 8 meters or 26.2 feet], replace transmitter's batteries.
- If vehicle's response becoming slow, replace transmitter's batteries.
- Do not try to rotate the turret by your hand. Do it only by your transmitter.

BATTERY REPLACEMENT

The transmitter is powered by 2 x AA/LR6 [1.5V] alkaline batteries

1. Open the battery door at the back of the transmitter
2. Replace / Insert 2 x AA / LR6 [1.5V] alkaline batteries, install with polarity (+/-)
3. Close the battery door

For the battery replacement of the charger, please refer to the "Charging the Vehicle in Charger" in earlier chapter.

Tips & Hints:

- If the power light [red] becomes dim, replace transmitter batteries.
- Be sure that the positive (+) and negative (-) poles of the battery are facing in the proper position.
- Do not expose the batteries to direct heat, short circuit them or try to take them apart.

FAQ

Vehicle is not running

- The Vehicle is running out of batteries, need recharge immediately.
- Vehicle is out of operating range, bring the transmitter back into operating range.
- Transmitter's power become low, replace its batteries.
- Vehicle's wheel may be lock by dirt, cleaning up is necessary.

Vehicle running unusual

- Transmitter's power become low, replace its batteries.
- Vehicle might be interfere by other transmitter with the same frequency.
- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries in transmitter 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 toys [for both charger and transmitter]
- The supply terminals are not to be short-circuited

3. Press either one of the fire buttons [an IR signal will be emitted].
 4. If your opponent is being shot, the red light of his vehicle will be on and it will stop its move function for 5 seconds.
 5. After that, your opponent's car will be recovered and it will stay in "Protect" mode for 2 seconds, i.e. your opponent will have 2 seconds time to escape from further attack.

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.



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 CE0681

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user 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.