

HOBIBICO® ***BATTLING TANK SET***



Warranty

- Hobbico®, Inc. will warrant this product for 90 days after the date of purchase from defects in materials or workmanship.
- Make sure you save the receipt or invoice you were given when you bought your model! It is your proof of purchase and we must see it before we can honor the warranty.
- In no case shall Hobbico's liability exceed the original cost of the product.
- Hobbico reserves the right to change or modify this warranty without notice.
- For repairs covered under warranty, send your model to:

Hobby Services
3002 N. Apollo Drive, Suite 1
Champaign, Illinois 61822
Attn: Service Department
Phone: (217) 398-0007 9:00 am - 5:00 pm Central Time M-F
E-mail: hobbyservices@hobbico.com

Battery Installation Tips

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon zinc), or rechargeable (Nickel Cadmium or Nickel Metal Hydride) batteries.

PREPARE THE TRANSMITTERS



1. Using a small Phillips head screwdriver, loosen the battery cover screw and carefully remove the cover from the back of the transmitter.



2. Install a new 9V battery. Make sure that the (+) positive and (-) negative tabs match up correctly with the diagram molded inside the battery compartment of the transmitter.

Replace the transmitter battery cover and tighten the screw (do not over-tighten).



3. Insert the antenna into the hole on top of the transmitter and twist it in a clockwise direction until tight. Do not over-tighten the antenna.

PREPARE THE BATTLE TANKS



1. Using a small Phillips head screwdriver, loosen the battery cover screw and carefully remove the cover from the bottom of the tank.

2. Install 6 new 'AAA' batteries. Make sure that the (+) positive and (-) negative poles match up correctly with the diagram molded inside the battery compartment of the tank.

3. Replace the tank's battery cover and tighten the screw (do not over-tighten).



Now your battle tank is armed and ready to fight!

TRANSMITTER FUNCTIONS



1. Fully extend the transmitter antenna.
2. Turn the power on to the transmitter first and then the tank. (in that order)
3. Push the transmitter button marked "Engine Start" and the tank will lurch forward as the tank roars to life.



Push both transmitter sticks forward to start the tank moving forward.



Push the right stick forward; this will make the tank turn left.

Push the left stick forward; this will make the tank turn right.



Pull the left stick back; this will make the tank turn left.

Pull both transmitter sticks back to start the tank moving backward.



Pull the right stick back; this will make the tank turn right.

Push one stick forward and pull the other stick back for lightning-fast turnabout maneuvers.



FIRING THE CANNON: Push the CANNON "FIRE" button located on the right side atop your transmitter in order to attack your opponent. The tank will recoil as it fires.

SHUT DOWN: Push the "Engine Start" button again and you will hear your tank's engine wind down to a halt. Turn off the power to the tank first and then the transmitter. (in that order)

TANK BATTLE ACTION

Each tank is equipped with an infra-red cannon which is located on the turret next to the tank's cannon. Each time the "FIRE" button is pressed, the tank will recoil as it shoots an invisible infra-red beam. The "HIT SENSOR" on top of your opponent's tank is your target. Each time a tank receives damage you will hear the sound of crunching, twisting metal as the tank shakes violently. When this happens the tank will be disabled for 3 to 5 seconds. After three such hits the tank becomes completely disabled and needs to be re-started before continuing.

Remember!

- Your tank's infra-red beam widens and weakens the further you are away from your opponent. In battle you will want to get close and blast away every chance you get!
- Light does not travel through objects so you'll want an unobstructed line of fire to your opponent.
- Set up obstacles to hide behind, practice maneuvering and firing on the run. These are some of the ways to put victory within your grasp!