

QUICK START GUIDE CARD



TANKS



Item NO: CS-11
Product Name: Remote-controlled infrared battle tank

- 1 DRIVER
- 2 INFRARED RECEIVER
- 3 INFRARED EMITTER
- 4 HEALTH INDICATOR
- 5 SEARCHLIGHT
- 6 WHEEL

AIM THE TANK'S MUZZLE AT THE 3 INFRARED SENSORS OF THE ARROW AND FIRE. HITTING THEM WILL MAKE THE OPPONENT'S TANK LOSE HEALTH POINTS. WHEN ALL INDICATOR LIGHTS OF THE OPPONENT'S TANK GO OUT, THE DRIVER WILL BE EJECTED, AND YOU WIN THE BATTLE!



REMOTE CONTROL

- 1 SECONDARY WEAPON TRIGGER
- 2 PRIMARY WEAPON TRIGGER
- 3 POWER INDICATOR
- 4 FORWARD/BACKWARD
- 5 POWER SWITCH
- 6 TURN LEFT/TURN RIGHT
- 7 SOUND MODE BUTTON
- 8 SPEED MODE BUTTON

The statements should be displayed in the user manual:
changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
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.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

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.

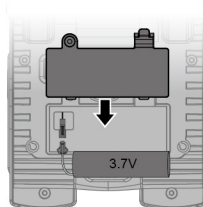
COMPONENT NAMES



- ✦ FIRING THE PRIMARY WEAPON TRIGGERS DEALS DOUBLE DAMAGE. A 5-SECOND COOLDOWN IS REQUIRED BEFORE IT CAN BE FIRED AGAIN.
- ✦ FIRING THE SECONDARY WEAPON DEALS SINGLE DAMAGE. A 2-SECOND COOLDOWN IS REQUIRED BEFORE IT CAN BE FIRED AGAIN.

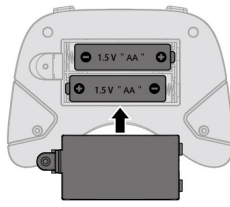
INFRARED COMBAT

TANKS



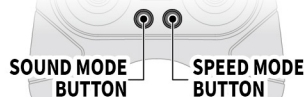
**INSTALL 3.7V
RECHARGEABLE BATTERY**

REMOTE CONTROL



**INSTALL 2 × 1.5V AA
BATTERIES**

INSTALL BATTERIES



THREE-STAGE SOUND MODE SWITCHING:

THE DEFAULT MODE IS THE SOUND EFFECT MODE (WITHOUT MUSIC). PRESS THE SOUND SWITCH KEY TO ENTER THE FULL SOUND SOURCE MODE. PRESS IT AGAIN, AND THE TANK WILL ENTER THE MUTE STATE. THE THREE MODES CYCLE FOR SWITCHING.

SPEED MODES:

PRESS THE SPEED MODE BUTTON ON THE REMOTE TO SWITCH BETWEEN HIGH-SPEED AND LOW-SPEED MODES. DEFAULT MODE AT STARTUP IS HIGH-SPEED.

BUTTON FUNCTIONS