

[illegible]

- 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!**



- 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

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- Decrease the dependence between the equipment and power

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### COMPONENT NAMES

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- 1. WHEN A TANK IS ATTACKED BY A SECONDARY WEAPON, IT WILL LOSE ONE HEALTH POINT. WHEN A TANK IS ATTACKED BY A PRIMARY WEAPON, IT WILL LOSE TWO HEALTH POINTS.**

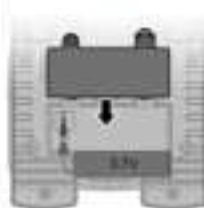
2. WHEN ALL THE HEALTH - POINT INDICATOR LIGHTS OF THE TANK GO OUT, THE DRIVER WILL BE EJECTED FROM THE TANK COCKPIT. AT THIS TIME, THE TANK CANNOT BE OPERATED. YOU MUST REINSTALL THE DRIVER INTO THE TANK TO RESTART AND RE-ENTER THE BATTLE.

- 3. AFTER A TANK IS HIT, YOU CAN CHOOSE TO RESTORE ITS HEALTH POINTS THROUGH THE INDUCTION PLATFORM. THERE IS A 10 - SECOND COOLDOWN PERIOD FOR EACH USE.**

- ⊕ 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

## REMOTE CONTROL

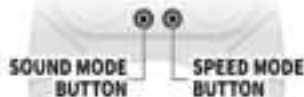


### INSTALL 3.7V RECHARGEABLE BATTERY



**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