OPERATING THE ROBOT

Fire Button **H**
Electronic Weapons Elevator - Down **F**
Forward / backward **B**
Auto Demo **D**

Fire Button **H**
Electronic Weapons Elevator - Up **C**
Forward / backward **G**
LED Indicator **E**
ON/OFF Switch **A**

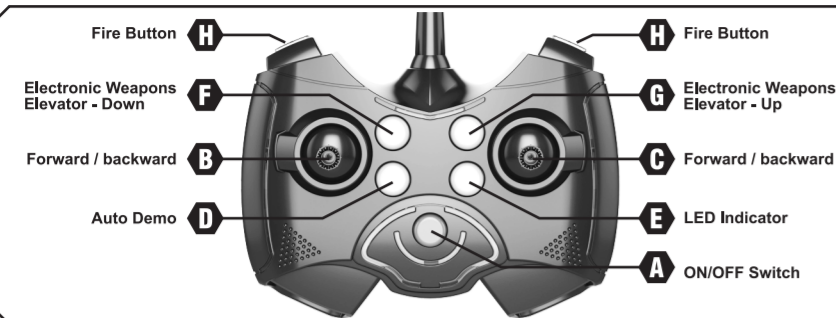### KEY FUNCTIONS
B and C --- Push up both levers at the same time to control the robot moves forward, contrary, it moves backward. Push right lever B down and left lever C up at the same time to control the robot turns left,contrary, it turns right. Skilled players can run it quickly in combat!
D --- Automatic demonstration
E --- Turn the lights on and off
F and G --- F falls and G rises the aiming elevation of the launcher
H --- Launching (see 3rd page and 6th page)

LAUNCHING WEAPONS

MAXIMUM DISTANCE FIRING!
Hold down H key, the missiles/dices/bullets will be launching continuously until run out.
The projectile will be fired at a longer distance by this way.
To launch a single shot of the projectile by pressing H key one time.
When press the H key, the motor starts running, driving the weapon system to complete a series of related launch action. The launching kit will push the projectile to the front of the turbine, and the engine will spin out of the projectile.
The most important thing to shoot the ejection max distance is to seize the opportunity.
Keep pressing H key, and release as soon as you hear the rattles issued a "click", then the motor will reach the maximum speed, and the launching kit can be quickly returned after extended. If pressing time is too short, the motor can not reach the maximum speed and lauch too shot.
Pressing time is too long, the launching kit has entered the second launch of the round, so the next launch can't be far.
In extreme cases, when the motor is almost stopped, and the launching kit begins to launch the projectile, which may cause the projectile get stuck. Then you will have to re-assemble the laucher. (see Figure 4)
After many drills, you can learn to capture the sound of the rattles and grasp the best launch time.

ACCURATE AIMING!
The B and C levers on the remote control are used to adjust the horizontal emission direction of the robot and the projectile.
The F and G keys are used to adjust the elevation of the vertical launch of the missile.
Gently push the B and C levers and press the F key, G key, you can slightly adjust the firing direction and elevation angle.

HOW TO AVOID CARD BOMBS
First, see the detail description on page 3 to properly fill the projectile.
Second, master the timing of the launch. The correct filling of the projectile with a good grasp of the time to the maximum to avoid the occurrence of stuck situation.

REPAIR FAILED MISSILE LAUNCH
Press the H key, the ejection launcher does not respond (no running sound), it may get stuck:
- Press the G key to get down the launcher bracket completed
- Remove the missile launcher
- Remove all the missiles Next and repeat page 3 to describe the loading step.

GAME PLAY

13
BLUE LIGHT
AIMING POINT
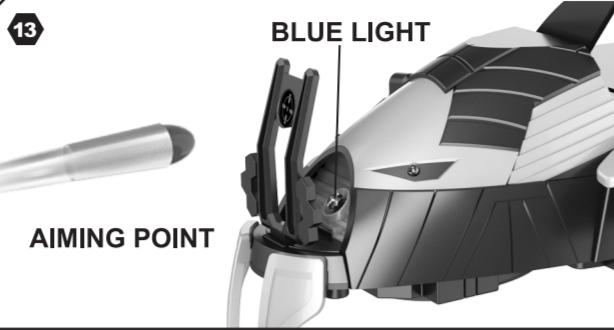
BATTLE MODE
It takes a lot of practics to hit targets, so start off with the larger target as this is easier to hit. The smaller one needs a more accurate shot. Battle Mode between 2 Robots can be made more even to compensate for the skill levels of the players.

FIGHTING LIFE
When the aiming point was hit, the robot will be issued a "trembling" and one LED light will also be off at the same time. The lights on the head of robot will turn to blue and flash after been hit for 3 times, lifes ending. It will enter sleeping mode after 2 mins if you don't re-start the robot.

SAVE TIME MODE:
The robot will enter sleep mode if it lasts 5 mins without controlled when swtich on, but to restart the Robot needs to turn off the swich first wait for 30 seconds.

TROUBLESHOOTING

SYMPTOM	CAUSE	SOLUTION
Weapon will not fire	Disc is jammed	See section 3 on Discs getting jammed
	Disc Blaster is not properly inserted	Remove and re-attach your Disc Blaster ensuring it is connected correctly
There are no lights on the Battle Brain	Battle Brain is not connected properly	See section 2 or website on how to attach your Battle Brain
Robot will not sync with the Handset	Batteries are low	Change to high quality Alkaline or Lithium batteries
	Needs to be re-synced	See syncing your Attacknid and Handset
The Battle Brain is not working	You have the wrong mode	Switch from ON to Battle Mode
Robot LED is flashing Green & Red	Batteries are low	Replace the batteries
Robot keeps switching off	Batteries are low or faulty	Replace the batteries Insert high quality branded Alkaline or Lithium batteries

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BATTERY INFORMATION
● Different types of batteries or new and used batteries are not to be mixed.
● Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
● Batteries are to be inserted with the correct polarity.
● Exhausted batteries are to be removed from the toy.
● The supply terminals are not to be short-circuited.
● Non-rechargeable batteries are only to be charged under adult supervision.
● Rechargeable batteries are to be removed from the toy before being charged.
ALWAYS
● Make sure battery compartments are secure.
● Use batteries of the correct size and type.
● Fit batteries correctly observing the plus and minus marks on the battery and compartment.
● Replace a whole set of batteries at one time.
● Remove dead batteries from equipment.
● Remove batteries from appliance that will not be used again for a long time.
● Please remember that batteries should be kept away from young children as they could be easily swallowed.
● Seek medical advice if you believe a cell has been swallowed.
● Please ensure that batteries are installed by an adult prior to use.
NEVER
● Dispose of batteries in a fire.

UNIVERSE CHARIOT
INSTRUCTION GUIDE
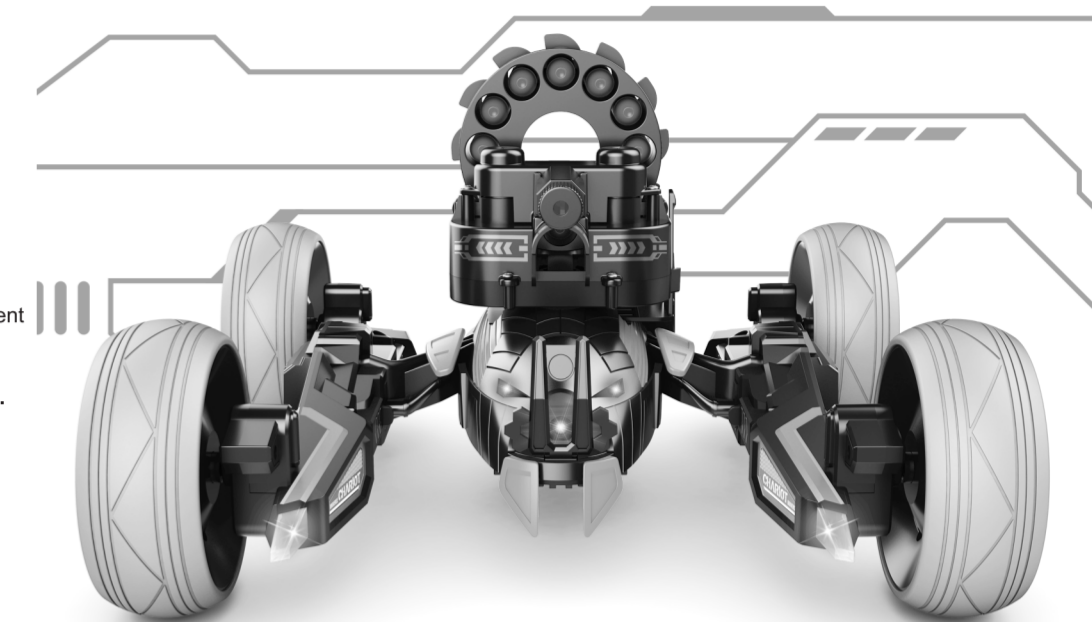
360° MANEUVERABILITY
100% CONTINUOUS EMISSION
2.4GHz FULL FUNCTION CONTROL

BLASTER DART
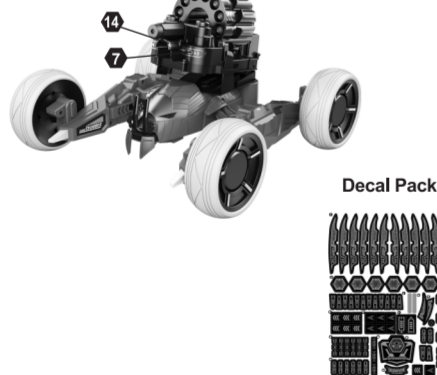DART EMISSION

5+ AGES

REMOTE CONTROL INTELLIGENT

PARTS LIST

Tool to use when assemblin :Phillis screwdriver

Robot Core X1
Explode-Armor X4
Controller X1
Wheel X2
Missile launcher X1
Foam Missiles X12
Stickers X1

CUSTOMIZE
Customize your Robot Use the decals to personalise your Robot.

14
7

Decal Pack

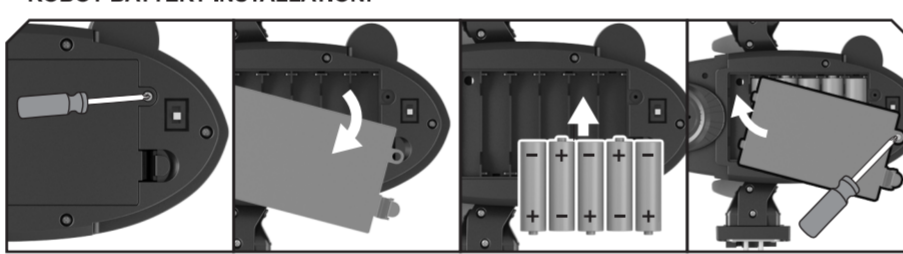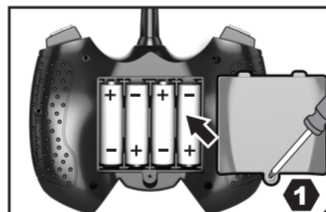## INSTALLING THE BATTERIES

ROBOT BATTERY INSTALLATION:

1.Use a Phillips screwdriver to unscrew the battery cover.
2. Open the battery cover.
3. Insert the batteries accordingly with proper polarity.
4. Close the battery cover and tighten the screws.

NON-RECHARGEABLE VERSION:
5X 1.5V "AA" Batteries (Not included)

NOTICE:
When the robot moves slowly or insensitive to remote control, indicates in low battery, please replace the batteries.
REMOTE BATTERY INSTALLATION:
Use a Phillips screwdriver to unscrew the battery cover,Insert the batteries accordingly with proper polarity (see Figure 1). Replace the battery cover and tighten the screw.
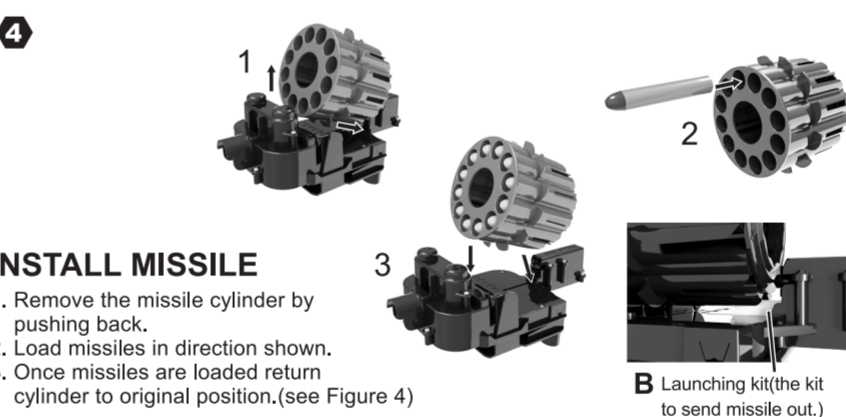
ASSEMBLING AND DISASSEMBLING THE WHEELS

2
3
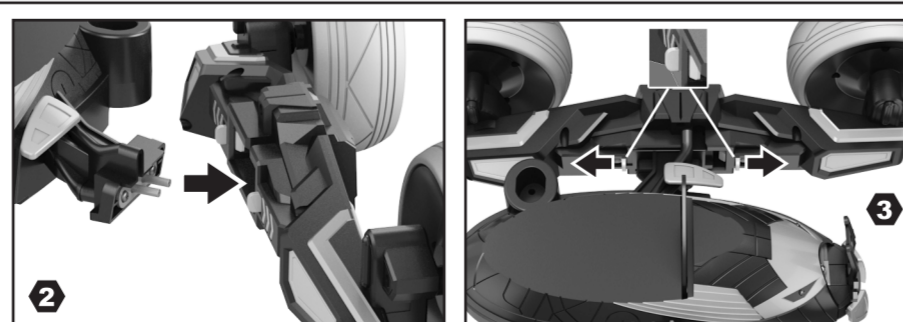
Assembling the wheels.
Insert the Robot Core into a soket of the wheels and comes a sounds "carbazole" (see Fig. 2).

Disassembling the wheels.
Pull the buttons ourward and apart the wheel from the Robot Core (see Fig. 3).

LOADING AND LAUNCHER INSTALLATION

4
1
2
3

INSTALL MISSILE
1. Remove the missile cylinder by pushing back.
2. Load missiles in direction shown.
3. Once missiles are loaded return cylinder to original position.(see Figure 4)

B Launching kit(the kit to send missile out.)

Notice:
The launching kit should be hided inside the laucher so that the missiles/discs can be installed well. If the launching kit is protrusive like image A/B, we can retract it by pressing "H" kep on the remote, otherwise it will affect missiles/discs installing or lauching.
Do not use deformed or damaged missiles/discs/bullets.
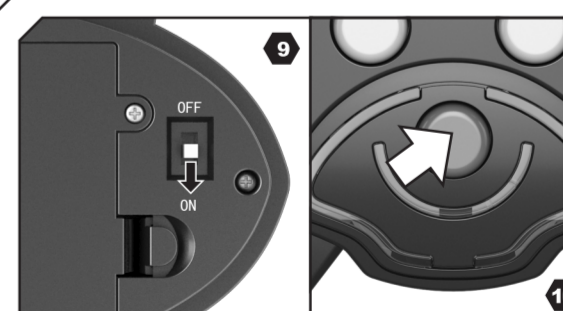
LAUNCHER INSTALLATION
The launcher is placed above the base by same direction as the robot. (See FIG. 7).

7
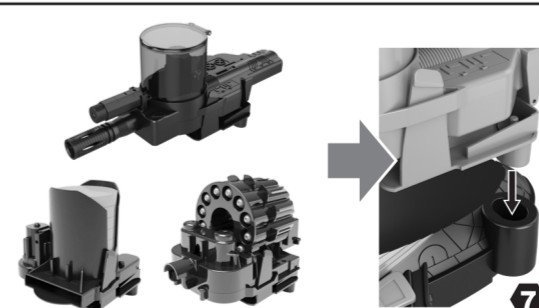
MATCHING AND CONNECTING THE ROBOT

9
OFF
ON
10

ROBOT START
Dial the Robot's switch "ON / OFF" to "ON" (see Figure 9).

REMOTE START
Turn on the remote by pressing the swtich (See Fig. 10).

When turn on the robot, it will be into sleeping mode after 5 minutes if hasn't conneted with the remote.

ROBOT AND REMOTE CONTROL FREQUENCY MATCHING
In the matching process, the indicator on the remote will keep flashing, which takes 2-3 seconds, and indicator turns off once the matching is completed.
You can mix up to 20 robots in the same area, but sometimes signal interference.
If the Robot is not responding to your Remote please turn off both and try again.
2 or more Robots can be syuced to just one Remote!
Simply follow the steps above to sync your Remote with as many Robots as you have.