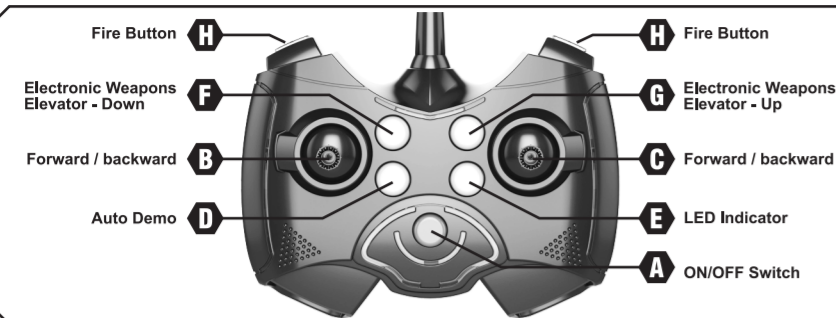


OPERATING THE ROBOT



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/discs/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 launch 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 got stuck. Then you will have to re-assemble the launcher. (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

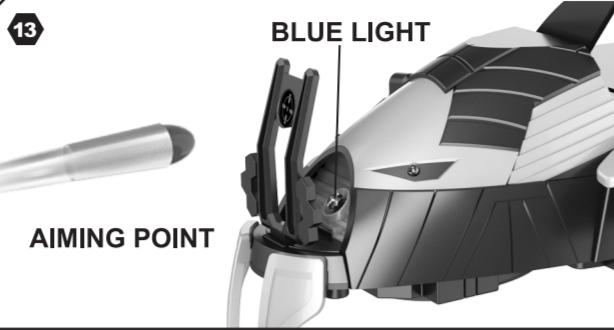
First, see the detail description on page 3 to properly fill the projectile.
 Second, master the timing of the launch. The correct filling of the projectile with a good grasp of the time to the maximum to avoid the occurrence of stuck situation.

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.

RC INTELLIGENT ROBOT

GAME PLAY



BATTLE MODE

It takes a lot of practices 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 switch on, but to restart the Robot needs to turn off the switch first wait for 30 seconds.

TROUBLESHOOTING

SYMPTOM	CAUSE	SOLUTION
Weapon will not fire	Disc is jammed Disc Blaster is not properly inserted	See section 3 on Discs getting jammed 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 Needs to be re-synced	Change to high quality Alkaline or Lithium batteries 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

RC INTELLIGENT ROBOT

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WARNING: Not suitable for children under 3 years old due to small parts which may represent a choking hazard. Recommended for use by children over 6 years old. This product operates on 2.4GHz frequency. Do not aim at eyes or face. Do not use near crowds. Do not aim at people or animals. Laser radiation Do not stare into beam. Only use missiles designed for this product. Do not attempt to catch the missiles. Do not put your face over the missile even if it is not being used. Do not launch any improvised object other than the one supplied or recommended by the manufacturer. Please retain this information for future reference. Adult supervision required.

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.

Consumers have a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment. You can help by re-using or recycling such equipment.

The crossed out wheele-bin symbol indicates that the product & batteries must not be disposed of in domestic waste as they contain substances which can be damaging to the environment and human health. If you cannot re-use or recycle the product or batteries, please use designated collection points, or civic recycling facilities to dispose of them.

Conforms to the safety requirements of ASTM F963.

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.

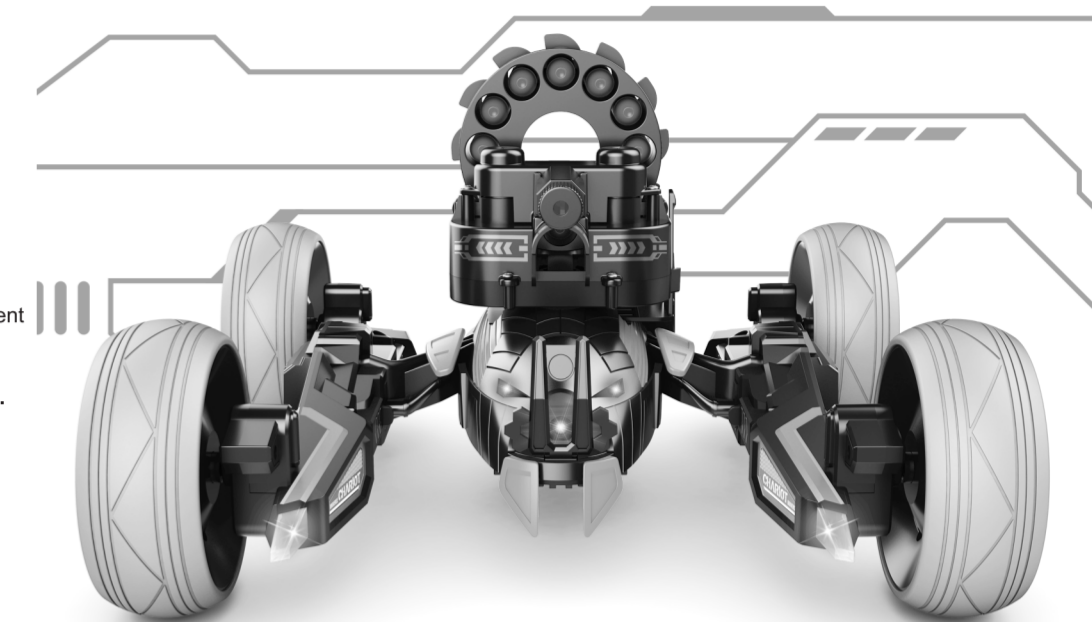
WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the users authority to operate the equipment.

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.
- The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment. The antenna used for this transmitter must be installed to provide a separation distance of at least 20 cm for all persons and must not be co-located or operated in conjunction with any other antenna or transmitter.

UNIVERSE CHARIOT

INSTRUCTION GUIDE



360°
MANEUVERABILITY

100%
CONTINUOUS EMISSION

2.4GHZ
FULL FUNCTION CONTROL

BLASTER DART
DART EMISSION

5+
AGES

REMOTE CONTROL INTELLIGENT

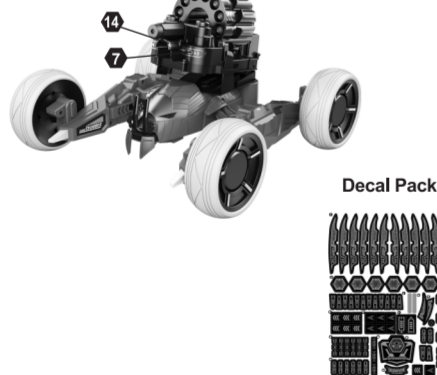
PARTS LIST

Tool to use when assembling: Phillips screwdriver



CUSTOMIZE

Customize your Robot Use the decals to personalise your Robot.

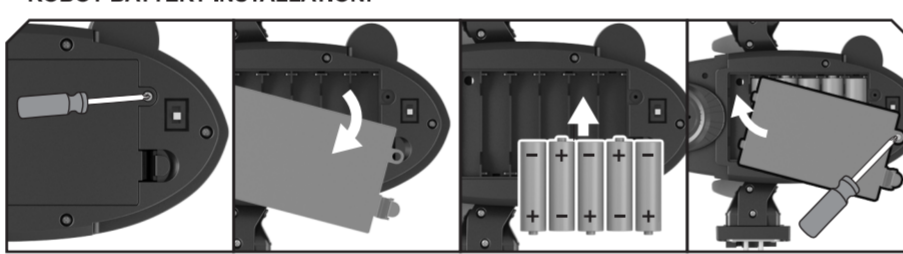


RC INTELLIGENT ROBOT

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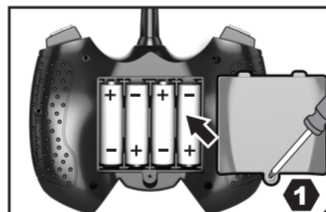
INSTALLING THE BATTERIES

ROBOT BATTERY INSTALLATION:



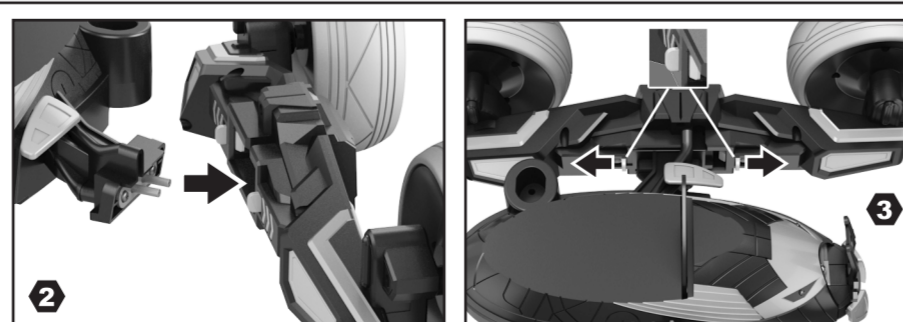
1. Use a Phillips screwdriver to unscrew the battery cover.
 2. Open the battery cover.
 3. Insert the batteries accordingly with proper polarity.
 4. Close the battery cover and tighten the screws.

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



NOTICE:
 When the robot moves slowly or insensitive to remote control, indicates 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



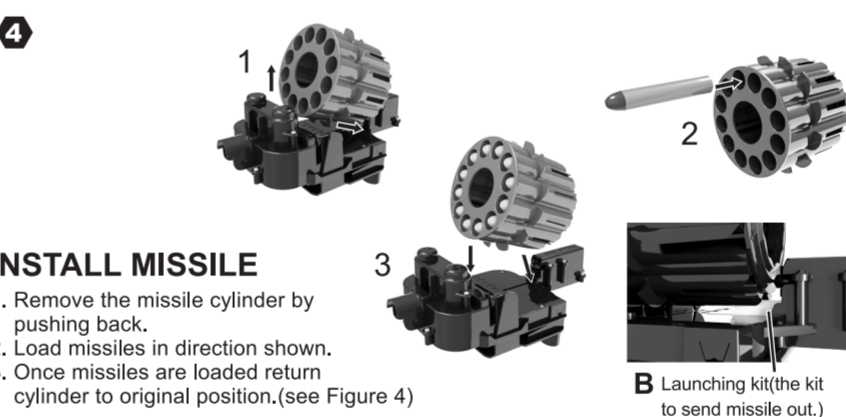
Assembling the wheels.
 Insert the Robot Core into a socket of the wheels and comes a sounds "carbazole" (see Fig. 2).

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

RC INTELLIGENT ROBOT

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LOADING AND LAUNCHER INSTALLATION



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)

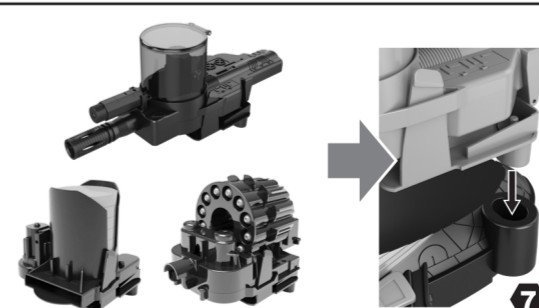
B Launching kit (the kit to send missile out.)

Notice:

The launching kit should be hid inside the launcher 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" key on the remote, otherwise it will affect missiles/discs installing or launching. Do not use deformed or damaged missiles/discs/bullets.

LAUNCHER INSTALLATION

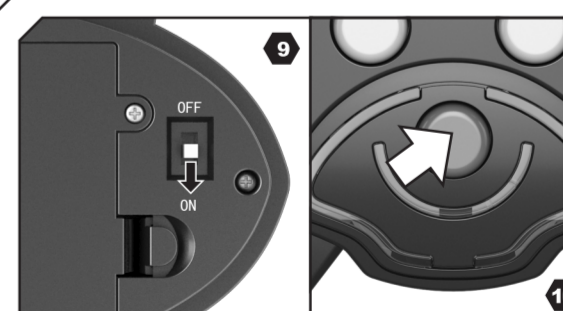
The launcher is placed above the base by same direction as the robot. (See FIG. 7).



RC INTELLIGENT ROBOT

3

MATCHING AND CONNECTING THE ROBOT



ROBOT START

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

REMOTE START

Turn on the remote by pressing the switch (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.

RC INTELLIGENT ROBOT

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