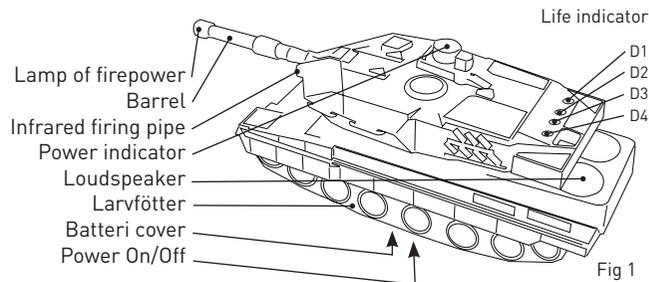


Thank you for choosing a product from TechToys.  
Read the manual carefully so you understand the product before you start driving.



### CONTENT

- 2 tanks
- 2 Li-Po battery
- 1 Li-Po charger
- 2 3-channel transmitters
- Manuals

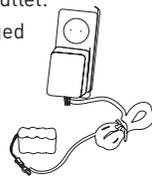


### MAIN PARAMETERS

Frequency: 27 & 40 MHz. Distance under remote control: →10 m.  
Battery: Stridsvagnar: 4,8 V batteripack / stridsvagn. Remote control: 2 x AA / stridsvagn

### CHARGE OF BATTERY

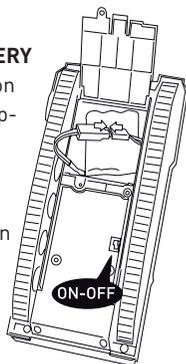
- Connect 220 V charger to the battery contacts and connect to a 220 V power outlet.
- The first time you charge with the supplied 4.8 V battery pack. Will it is charged in 8 hours. Thereafter it must be recharged in 4 to 5 hours per charge.
- For the best durability battery should be discharged before charging. It takes about 5 hours to charge the battery to 100%.
- The operating time is approximately 15-20 min / charge.



- ⚠ **Never leave unattended when charging the battery.**
- ⚠ **We recommend that you use our seftybag when You loading.** Item No. XP-103362

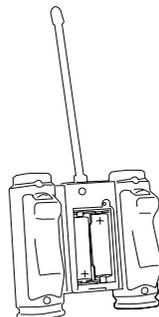
### INSTALLING THE BATTERY

Open the battery cover on the tank. Install the supplied 4.8 V battery. Make sure the correct polarity ports. Turn the ON / OFF button to ON.



### INSTALLING THE RADIO BATTERY

Unscrew the cover of the radio. Put in 2 x AA battery against accession. Unscrew the cover.  
⚠ **Put always on the radio first, when You will drive.**



### BASIC OPERATION OF REMOTE CONTROL

#### ON/OFF BUTTON

Press the On/Off button on the transmitter. It sends out information to start the tanks. The sound of a motor "HUM" is heard. In order to close by tanks, press the On/Off button again.

#### ROUND TOWER

To rotate the gun turret press the button (b.) to rotate to the right and on the button (c.) to rotate to the left. See Fig. 3.

#### FIRE

Tanks have both a powerful cannon and a machine-gun for rapid fire. Press (a.) button to fire the cannon. When the cannon is fired while the sound is heard. To shoot with the machine-gun, press and hold (b.) button while you press the button (a.).

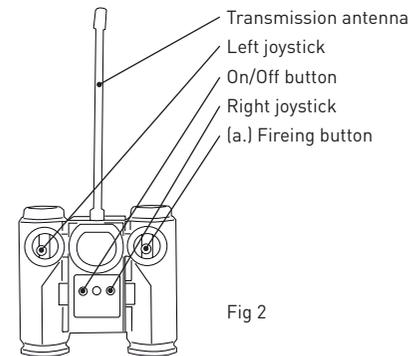


Fig 2

#### DRIVING FORWARD / REVERSE

As shown in Fig. 2 should You bring up both the left and right joystick while to run straight ahead. In order to drive back to the same time bring both the left and right joystick down.

#### TANK ROTATING

See fig. 2. To rotate the left, on the right joystick up and down the left. To rotate the right, on the left joystick up and down the left.

#### KNOCK VEHICLES

In order to swing the right while driving because you left joystick up (the right to not stirred)  
To swing left while driving for we the right joystick up (the left will not stirred)

! The features described above can be combined with each other!

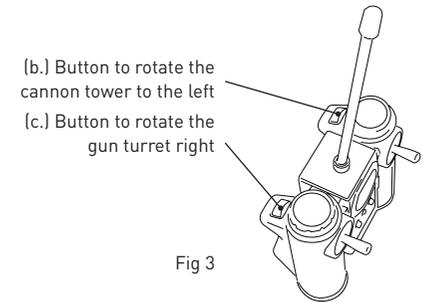


Fig 3

### ADVANCED FEATURES

#### TURN OFF THE LOUDSPEAKER

See Fig 2. Press the button (a.) first, and then while on the button On/Off. Now are the tanks in silent mode. All features are the same except the sound.

#### DEMONSTRATION LOCATION INFORMATION

Start the tanks as usual. Turn off the transmitter. After about 10 seconds goes the tanks into demonstration mode. Now comes the tanks simulate standard features.

#### BATTLE

Your 's 2 tanks can fight each other and have "life indicator" after a number of hits is the tanks eliminated and the other has won. Aim carefully and shoot. The infrared cannon shoots out an invisible shoots at best meets the other tanks. A hit with the gun is equivalent to 5 hits with the machine-gun . After a successful result extinguished a "life indica-

tor." The tank, which had all its "life indicator" lights out has been lost.

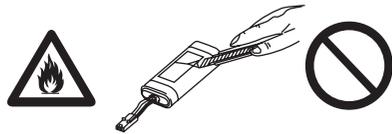
#### LIV-INDICATOR LAMP

Start the tanks. All life-indicator LEDs (D1, D2, D3, D4) lights up one after another on the tank. When tanks hit by a shot from the cannon goes off a life-indicator light. When tanks reached the 5 rounds from machine-gun extinguished a life-indicator light D4 suited swimming when tanks is hit by a bullet. The tanks can not shoot when D4 lamap swimming. The machine-gun stop functioning when the D1 & D2 lights are off. The machine-gun stops works and the gun turret can not rotate when the D1, D2 and D3 are off  
The tanks is eliminated when the D1, D2, D3 and D4 lights are off. All lights will continue swimming under 30 seconds.  
Restart the tanks to play again.

## WARNING

Install the batteries so that the polarity is correct.  
Do not run on roads or among people.  
Run not in the water, this can cause a short circuit.  
Strong sunlight can get stridsvagnen to temporarily stop working.  
To prolong the life we recommend that you run indoors or on regular basis.  
After a while the tanks go slower, which is due to the batteries recharged.  
Do not touch caterpillar feet during operation.

Short circuit can cause fires or destroy electronics.  
Don't let water / moisture get in the product's electronics. Do not use the battery / charger if there are visible damage.



The accompanying Li-Po battery may not be charged longer than the prescribed time (5 h) and should always be supervised when charging. Do not expose the battery to fire or extremely high temperatures.



Not suitable for children under 3 years contain small parts. Handling of battery / charging is done by an adult. The product contains electronics to be recycled, should not be discarded.



### Read this before using the product SAFE INSTRUCTIONS

1. Make sure the battery is installed properly. Wrong connected, it can cause battery leakage, and in the worst case the battery catch on fire.
2. Always keep the battery's in supervision when you charge.
3. Do not charge the battery for longer than prescribed.
4. Use only in well-ventilated areas when you charge the battery.
5. Do not store the battery in direct sunlight, high temperatures or humid condition.
6. Never expose the battery to direct fire then it can explode.
7. Do not mix old and new batteries in the transmitter.
8. Never use rechargeable batteries. These are only at 1.2 V.
9. Take out the battery when you are finished.
10. Use only the included battery pack and charger together.
11. Pull out the wall plug from the socket after the completion of charge.
12. Rechargeable batteries should only be charged under the supervision of an adult.



# BATTLE TANKS

## ENGLISH MANUAL

Item No: TT-50810

