

ROBOCOMBAT

2CH GYRO BATTLE ROBOT IR HELICOPTER

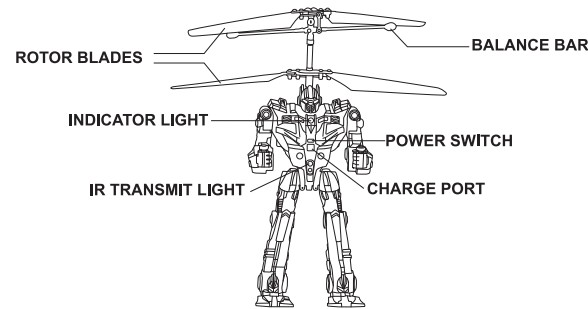
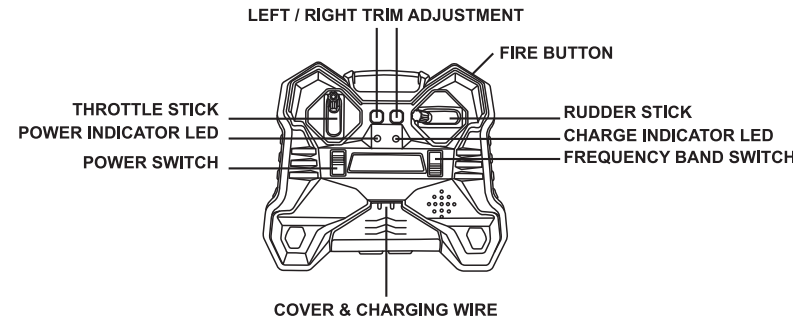
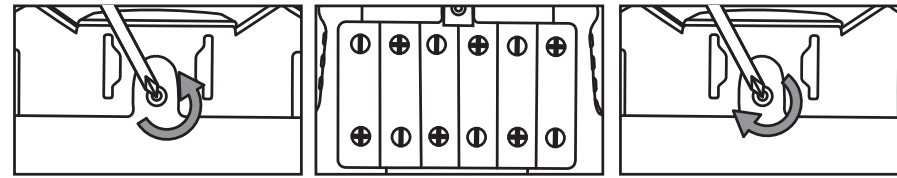
MANUAL

**WORLD
TECH TOYS**
by World Trading 23, Inc.

AGES 8+
ITEM NO. 35959

TRANSMITTER & ROBOT COMPONENTS

Install 6x AA Batteries into the transmitter. Note Polarity and use new Batteries.



BATTERY CHARGING

- 1: Take Charging Wire from Transmitter.
- 2: Connect Charging Wire to Charging Port of Robot.
- 3: Charge Indicator LED will illuminate while charging. Charge is complete once the LED turns off.



ROBOT LEG ANGLE

- The Robot's leg angle controls the forward movement. Adjust as necessary
- LEGS VERTICAL: Robot will fly forward very fast. (Difficult)
- LEGS 2 CLICKS BACK: Robot will fly forward slow. (Easy)
- LEGS 3 CLICKS BACK: Robot will hover (Beginner)

NOTE : Launch robot from upright position if legs are clicked back.

PREP FOR TAKEOFF

- Place the helicopter on a flat surface. Turn on the Transmitter and then turn on the Helicopter. Be sure the indicator lights turn ON.

- Make sure the Throttle Stick is at its lowest Position. Turn on the Transmitter and the Indicator will flash.

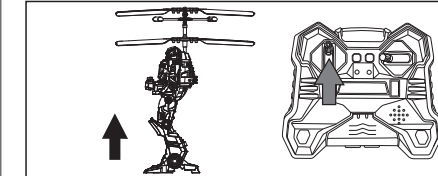
- Always turn on the Transmitter first and then the Helicopter. When turning off, turn off the Helicopter first and then the Transmitter.

ROBOT FLIGHT CONTROL

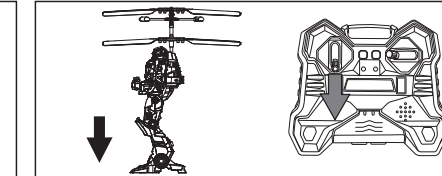
Do not fly in strong wind. This will make the Helicopter difficult to fly and may cause a crash. Direct sunlight will also interfere with IR Controls. Indoor flight is best.

Always fly on a full charge and with fresh Transmitter Batteries.

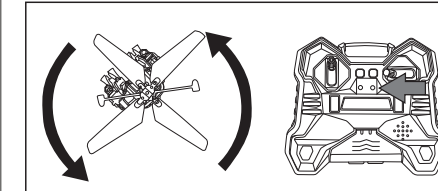
HOVER UP



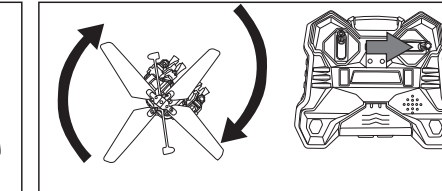
HOVER DOWN



ROTATE LEFT

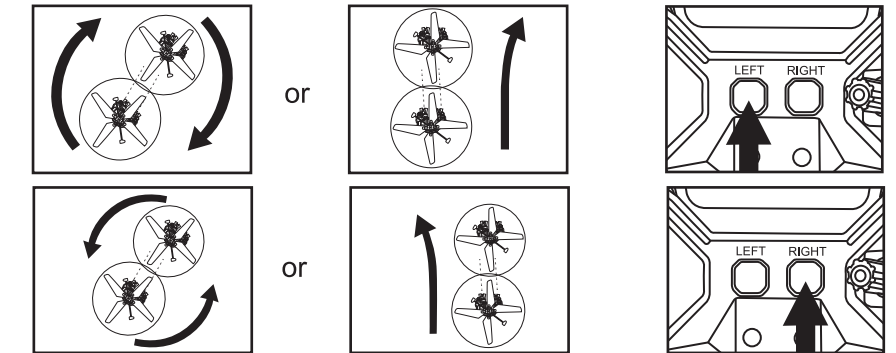


ROTATE RIGHT



TRIM ADJUSTMENT

If the Robot is rotating left or right on its own during flight, press the TRIM ADJUSTMENT buttons until the robot flies straight.



IR COMBAT SYSTEM

Two robots can have a battle in the air with the built-in IR Combat System using the FIRE BUTTON.

ROBOT VS ROBOT:
Each Robot in the air gets 3 hits:

After a Robot gets hit the first time, the indicator light flashes slowly and the robot spins in a circle.

After a Robot gets hit a second time time, the indicator light flashes rapidly and the robot spins in a circle.

After a Robot gets hit a third time, the indicator light stays lit and the robot spins in a circles.

When a Robot gets 3 hits, it will slowly descend. After a period of time, it will reset.

NOTE: Set each Robot on a different Band Frequency when flying at the same time