



SPARRIOR

R/C ALL TERRAIN FIGHTING ROBOT

INSTRUCTION GUIDE



5+

360°
MANEUVERABILITY

2.4 GHz
REMOTE CONTROL
FULL FUNCTION CONTROL

⚠ 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. 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: Use batteries of the correct size and type.
- Make sure battery compartments are secure.
- 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 wheelee-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.

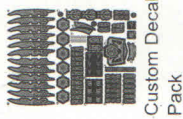
WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the users authority to operate the equipment.

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.

PARTS LIST

Tool to use when assembling: Phillips screwdriver



Custom Decal Pack



1x Robot Core



1x Battle Brain



1x Disc Blaster



12 x Foam Dissector Discs



1x Infrared



1x Battery Cover



1x Electronic Weapons Elevator



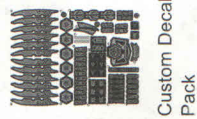
3 x Wide Armor Plates



3 x Narrow Armor Plates



6 x Explode-Armor



Custom Decal Pack



1x Robot Core



1x Battle Brain



1x Missile launcher tray



12 x Foam Missiles



1x Infrared



1x Battery Cover



1x Electronic Weapons Elevator



3 x Wide Armor Plates



3 x Narrow Armor Plates

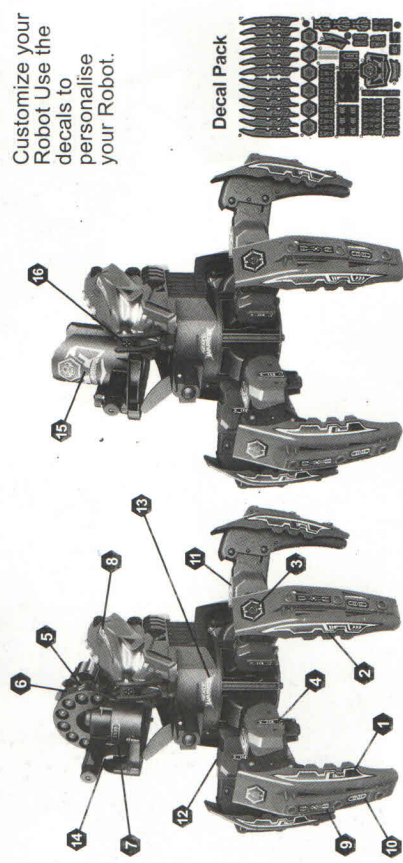


6 x Explode-Armor



1x RC Handset

CUSTOMIZE

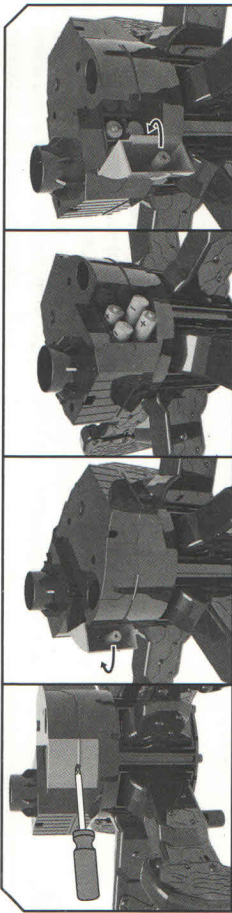


Customize your Robot Use the decals to personalise your Robot.

Decal Pack

INSTALLING THE BATTERIES

Use 6 AA batteries (not included)



1. Use a Phillips screwdriver to unscrew the battery cover.
2. Open outwardly from the right edge of the battery cover.
3. According to positive and negative to correctly identify in the battery.
4. Left to close the battery cover and tighten the screws.

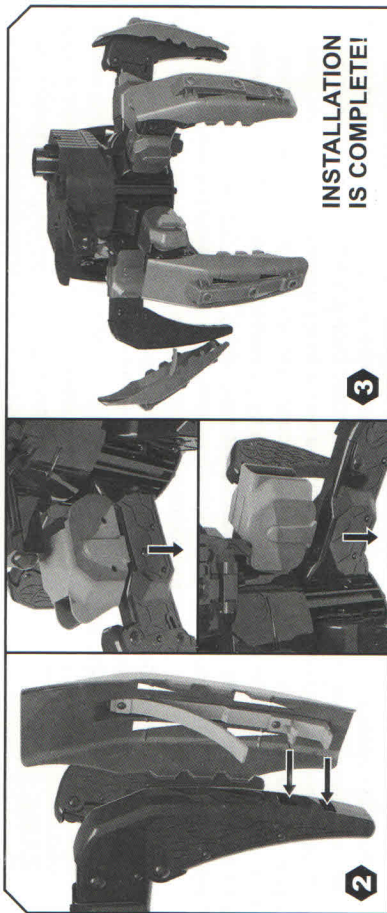
THE RC HANDSET

Use a Phillips screwdriver to unscrew the battery cover. According to positive and negative to correctly identify into electricity Pool (see Figure 1). Replace the battery cover and tighten the screws.



WATCH OUT
When the robot moves slow and insensitive to remote control, indicating low battery, replace the battery.

ATTACHING THE EXPLODA-ARMOR



INSTALL ARMOR

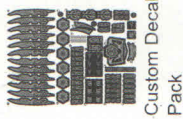
A total of six in the armor comprises three small, three large, installed in the corresponding larger size and smaller horizontal leg. Align the bottom pin on the armor with the bottom hole on each leg. (see Figure 2)

INSTALLATION IS COMPLETE!

Complete this process for all 6 legs. (see Figure 3)

PARTS LIST

Tool to use when assembling: Phillips screwdriver



Custom Decal Pack



1x Robot Core



1x Battle Brain



1x Disc Blaster



12 x Foam Dissector Discs



1x Infrared



1x Battery Cover



1x Electronic Weapons Elevator



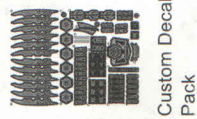
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6 x Explode-Armor



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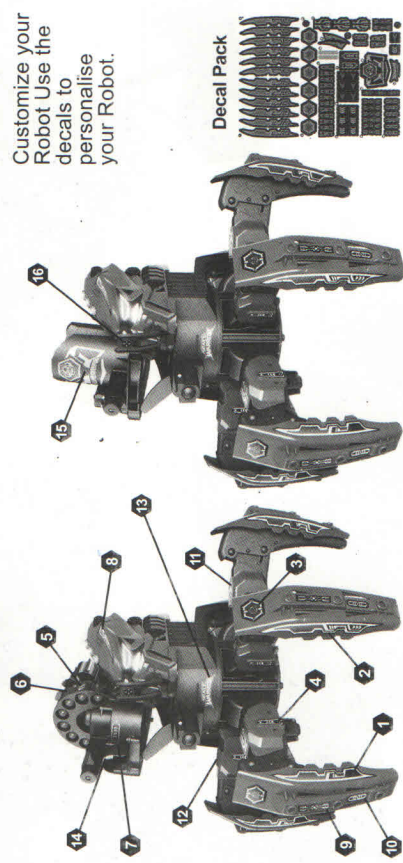


6 x Explode-Armor



1x RC Handset

CUSTOMIZE



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Decal Pack

INSTALL ARMOR

A total of six in the armor comprises three small, three large, installed in the corresponding larger size and smaller horizontal leg. Align the bottom pin on the armor with the bottom hole on each leg. (see Figure 2)

INSTALLATION IS COMPLETE!

Complete this process for all 6 legs. (see Figure 3)

TRANSMITTER AND MOUNTING BRACKET

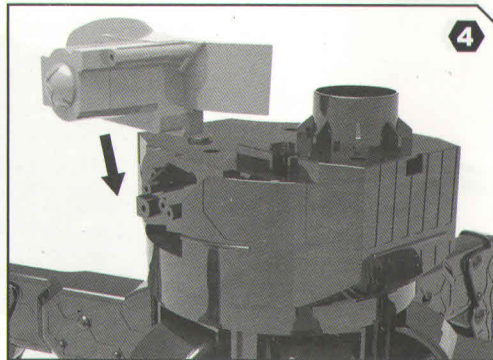
MOUNTING BRACKET

Slide the Electronic Weapons Elevator into the top part of the Robot body.

It sits level with the top surface of Robot.

INSTALL MISSILE

1. Remove the seat will pop up after push back.
2. Figure 2 Load missile direction
3. Upon completion, back loaded weapon.(see Figure 5)



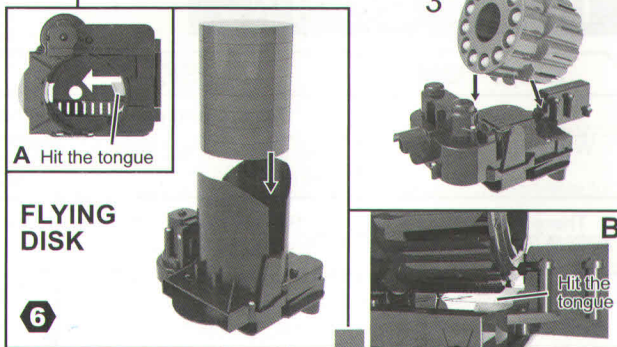
INSTALLATION DISCS

Frisbee can be loaded directly (see Figure 6).

Please note that a missile hit the tongue before filling: Transmitter bracket should be in the fully lowered State. No lowered, please Press "I" button on the remote control Be lowered (see page 5). The magazine hit the bottom of the transmitter Tongue should be hidden. As Striker tongue is extended, as shown in (A.B state shown), use "F" key on the remote control will It is retracted (see page 5). Hit the tongue does not retract affect fly Fill and launch bombs. Do not Use deformation, damaged missile.



MISSILE

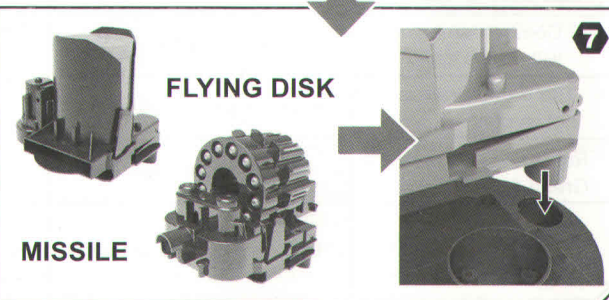


FLYING DISK

TRANSMITTER INSTALLATION

The transmitter is placed above the base (See FIG. 14).

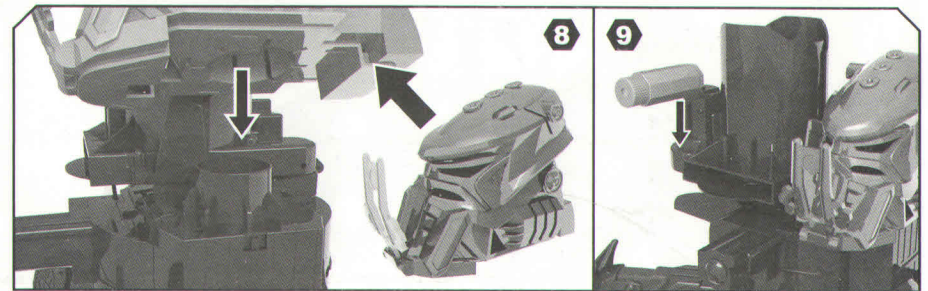
Transmitter emitting opening and Offensive Central in the same direction, for Qi slot on the missile base Transmitter is inserted and mounted in place.



MISSILE

FLYING DISK

ATTACHING THE BATTLE BRAIN



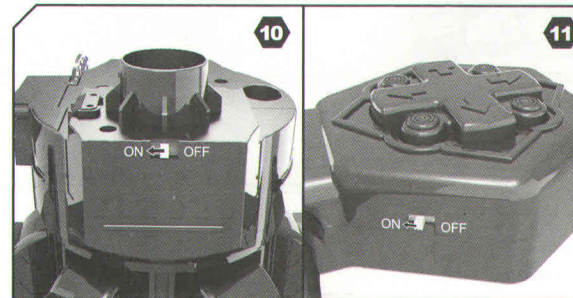
OFFENSIVE CENTRAL INSTALLATION

This is most likely to be held by the Battle of the brain and the pre-ground implementation. With the other hand holding the Robot and brain into the battle, until fixed In place.(see Figure 8)

INFRARED INSTALLATION

The bottom of the infrared emission alignment Hook buckle is fastened down. (see Figure 9)

MATCHING AND CONNECTING THE ROBOT



ROBOTS START

Robot's switch to "ON / OFF" dial to "ON" turn on the power (see Figure 10).

REMOTE START

Remote control switch to "ON / OFF"Allocated to the "ON" turn on the power (See Fig. 11).

ROBOTICS AND REMOTE CONTROL FREQUENCY MATCHING

In the matching process will take 2-3 seconds pairing.LEDs on the remote control will continue to flash until the light goes out, the matching is completed. The Controller and robot are syuced and ready to go.

After Approximately 20 minutes of inactivity your Robot will go to sleep to preserve power.Turn your Robot off then back on again to bring it back to life.

You can mix up to 20 robots in the same area.Competition may cause some interference.

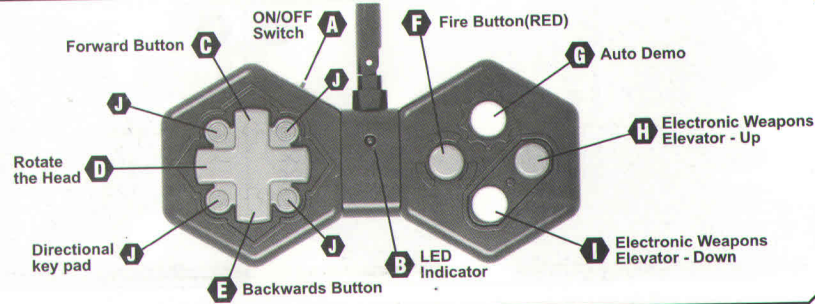
If the Robot is not responding to your Handset it can be easily re-synced.

- .Turn both the Robot and Handset OFF .Take the Battle Brain off
- .Press and hold down the'Battle Switch'on the Robot
- .Turn the Robot ON-you will see a red flashing light
- .Turn the Handset ON-press the D-Pad
- .After 3 seconds release the pressure on the BattleSwitch-Lights will now go green.
- .Follow step 5 to re-attach the Battle Brain

2 or more Robot can be syuced to just one Handset!

Simply follow the steps above to sync your Handset with as many Robot as you have.

OPERATING THE ROBOT



KEY FUNCTIONS

- C—Robot moves in a forward direction
- D—Rotates head left and right
- E—Robot moves in a backwards direction
- H and I—Mobile lift arms up and down
- J—Press for Robot to move in small circles. Pro-users press and hold to keep the Robot moving as it turns under battle conditions!
- F—Fires Discs
- G—Auto Demo

LAUNCHING WEAPONS

MAXIMUM DISTANCE FIRING!

Pressing down the Red Fire button on the Handset means that Discs will continue to fire until all are used up.

Turn the Battle Brain left and right.

The direction of the Discs are controlled by the direction the Battle Brain is facing.

Height of the Disc is controlled by buttons H and I.
 Finally...LET BLASTING & BATTLING COMMENCE!

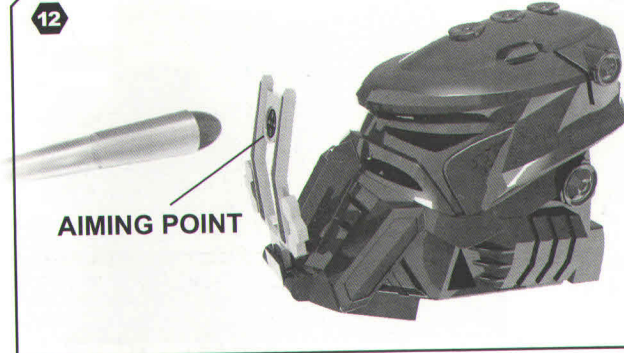
HOW TO AVOID THE MISSILE LAUNCH FAILURE

First, see details on page 3 to correctly fill missiles.
 Second, grasp the opportunity of a good launch. Missiles, plus a good right to seize the opportunity to fill the card to maximize avoid playing conditions.

REPAIR FAILED MISSILE LAUNCH

Press F, missile launchers no response (no running sound), may be stuck missile - Press I fully reduce transmitter bracket - Remove the missile launchers - remove all missiles
 Then repeat the steps described four loaded.

GAME PLAY



BATTLE MODE

Shooting skills through training To improve learning. To hit on Sight side, you can From big sight began to practice Skilled and then shooting small sight Aligner. Novice and expert post Wartime can not be installed With the sight to compensate attack On strike capability gap.

FIGHTING LIFE

Every sight was hit, the robot will be issued a "trembling", LED lights will also put out Destroy one, to show that it had been hit. Was hit three times, it will automatically shut down to defeat Quit fighting.

SAVING MODE: No operation within five minutes, it will automatically shut down.

TO REJOIN THE FIGHT, YOU NEED TO RESTART THE BATTLE DROIDS.

TROUBLESHOOTING

SYMPTOM	CAUSE	SOLUTION
Weapon will not fire	Diso is jammed Disc Blaster is not properly inserted	See section 7 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 5 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
Combat Armour will not go on	It is not pproperly inserted	See this manual or website on how to complete
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