

BATTERY CAUTIONS

- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the transmitter before being charged(Transmitter only).
- Rechargeable batteries are only to be charged by an adult
- Different types of batteries or new and used batteries are not to be mixed(Transmitter only).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the transmitter.
- The supply terminals are not be short-circuited.
- Do not mix old and new batteries(Transmitter only).
- Do not mix alkaline,standard(carbon zinc) or rechargeable(nickel-cadmium) batteries.(Transmitter only)

CARE AND MAINTENANCE

- Always remove batteries from the toy when it is not being used for a long period of time.(Transmitter only)
- Wipe the toy gently with a clean damp cloth.
- Keep the toy away from direct heat.
- Do not submerge the toy into water that can damage the electronic assemblies.

SAFETY REGULATION

- Do not dispose the battery in fire or heat.
- Do not ues or leave the battery near a heat source such as fire or heater.
- Do not strike or throw the battery against hard surface.
- Do not immerse the battery in water,and keep the battery in a cool dry environment.
- When recharging,only use the battery charger specifically for that purpose.
- Do not over-discharge the battery.
- Do not connect the battery to an electrical outlet.
- Do not directly solder the battery and pierce the battery with a nail or other sharp object.
- Do not transport or store the battery together with metal objects such as necklaces,hairpins etc.
- Do not disassemble or alter the battery.
- Charge the battery every 6 months.
- Turn off your equipment power switch after use.
- As for a used battery,please recycle after covering the battery terminals with insulation tape or inserting it to an individual poly-bag.

TROUBLE SHOOTING

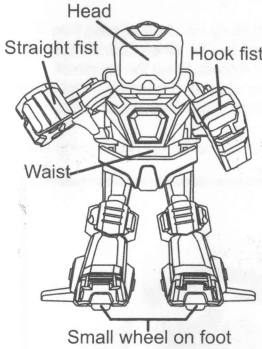
Problem	Cause	Correction
Propeller can not move.	1.ON/OFF Switch is OFF. 2.Weak power	1.Set switch to ON. 2.Re-charge the battery pack.
Robot insufficient power when throwing the fist.	1.Weak power 2.There is barrier on the Robot's feet.	1.Re-charge the battery pack. 2.Remove the barrier.
Robot suddenly stop. Indicator light not bright.	1.Exhausted battery.	1.Re-charge the battery pack.
Loss of control	1.Another Infrared control device using the same channel. 2.Affected by strong lighting.	Change another environment to avoid direct lighting.

WINEA®

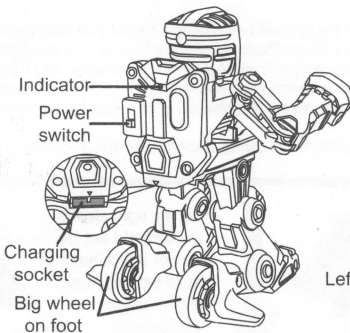


NAME OF PARTS

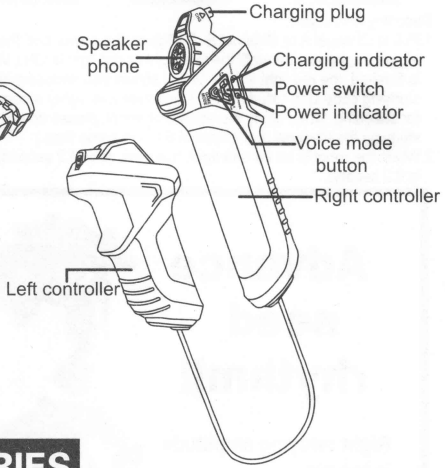
Obverse of Robot:



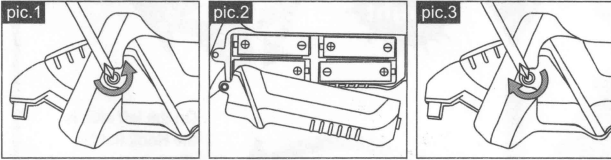
Rear of Robot:



Transmitter:

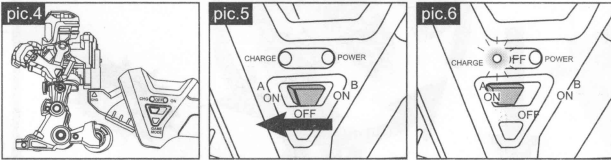


INSTALL TRANSMITTER BATTERIES



- Make sure the power switch is on "Off" position.
- 1.Use a screwdriver loosen screw on the battery case in anti-clockwise.(pic.1)
  - 2.Put 4 AA size batteries in the battery compartment as the polarity shown inside.(pic.2)
  - 3.Tighten the screw in clockwise.(pic.3)

CHARGING ILLUMINATE

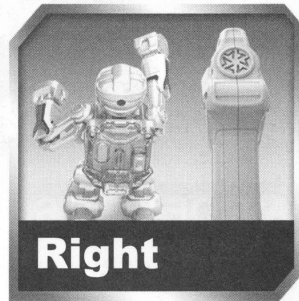
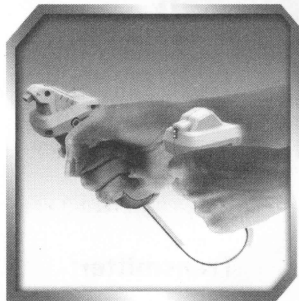


- 1.Switch off the power of the Robot to "OFF" position, then connect the charging plug of the transmitter to the charging port at the back of the Robot.(Pic.4)
- 2.Switch on the power of the Transmitter.(Pic.5)
- 3.When charging, the green light will be ON. When finish charging,the light will be OFF. Pull the charging plug of the transmitter away from the charging port.Charging 20-30 minutes can use about 6-8minutes.

Remark:  
1.When the power voltage is lower than 4.8V,the red light will be flashing slowly.This time the user should replace the battery.Otherwise you can't charge the lithium battery.  
2.Refresh CH+/CH- has the short-circuit protection and overcharging protection function.

## OPERATION EXPLAIN

It is just like one nunchuck with special-purpose transmitter which can be separated into two halves, left half and right half. When swing the right transmitter and it will throw a right fist, when swing the left transmitter and it will throw a left fist. Just operate by your own institution. Then you can practice throw fist and the rhythmic sense that Robot marching forward. Swing the right control lever and the Robot will rotate to the left, swing the left control lever and the Robot will rotate to the right. When you have mastered the rhythm and then you can march forward as per the sequence of the action.



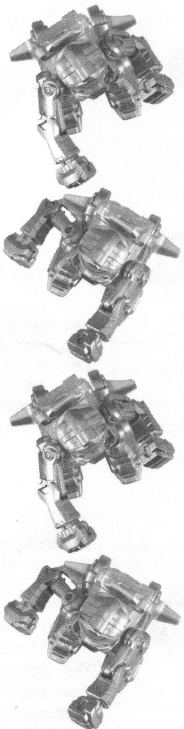
Decoding Instruction:

1. Pull to Channel A or Channel B. Switch on the power and the light will be glittering, it means that robot can not study the channel code, then trigger the transmitter until the blue light or red light is ON. (When Channel A study is finished, the blue light will be ON. When Channel B study is finished, the red light will be ON), it shows that decoding study is finished and you can operate. (NOTICE: 2 Robots during the course of studying code. Don't study in the same time. It is highly recommended that you study one first, then use another channel of transmitter and Robot for decoding, when study the second channel, please do not use the first channel of transmitter in the same time, which 2 robots can avoid studying the Channel A or Channel B in the same time.)

2. When the robot is hit for one time, however, after 0.2 second, it hit can be taken as effective. That means the interval for the Robot being shot is 0.2 second.

**Advance  
need  
rhythm!!**

Right swaying amplitude  
is too big,  
Left swaying amplitude  
is too small,  
if you need to go straight  
forward,  
the careful rhythm and  
operation are required.

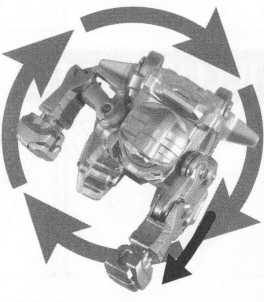


On the right side is  
the Straight fist for  
longer attacking, the  
turning amplitude  
will be bigger  
accordingly.



**Right**

On the left side is  
the Hook fist for  
shorter attacking, the  
turning amplitude  
will be smaller  
accordingly.



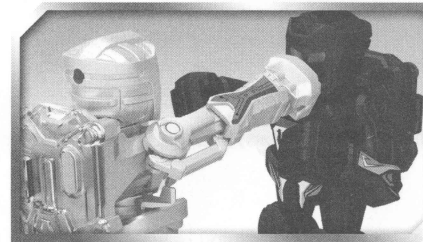
**Left**

**Left/  
Right**

.2.

## 2 ROBOT PK MODE

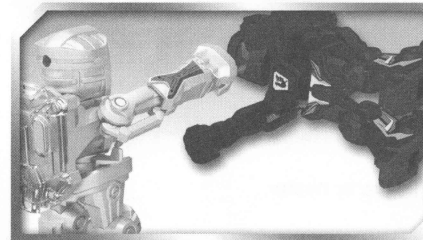
### Steps for winning!



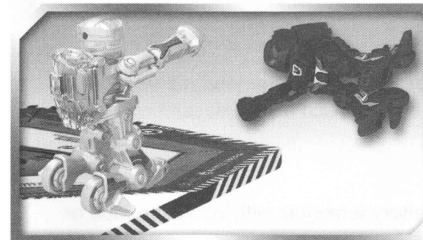
1. Attack and hit your opponent's face for five times. Every time you have hit your opponent's face, the LED light will change the color. The one who being hit for five times will stop.

Robot have 5 Lives:

- (1) When it got hit the first time, blue light will flash slowly;
- (2) When it got hit the second time, white light will flash slowly;
- (3) When it got hit the third time, red light will flash slowly;
- (4) When it got hit the fourth time, red light and blue light is flashing alternatively.
- (5) When it got hit the fifth time, red light, blue light and white light while it is flashing slowly, it means that the life value is finished and can come back to life after restarting.

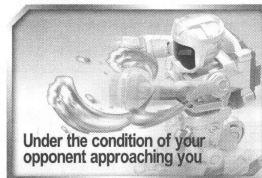


2. Knock out your opponent by side attack, only if you can destroy your opponent's balance and then you will be able to win by just giving your opponent one fatal hit.

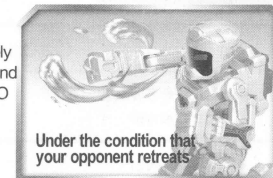


3. Under the condition of professional battling arena, try to knock your opponent out of the arena. The one who is pushed out of the arena will lose this battling game.

### Simply use the fists is no way to win.



Swing the fist successively  
and give successive hit and  
wound your opponent! DO  
NOT give your opponent  
chance for fighting back.



Use the right fist to  
deal an attack on  
your opponent's  
face.

There is sound effect equipped in the transmitter, anytime when you attacked your opponent or being attacked by your opponent, there will produce the corresponding sound, which increased the realistic sense and make the battle more interesting.  
(Press "GAME MODE" button, can change the voice for fighting.)



Realistic sound effect

.3.