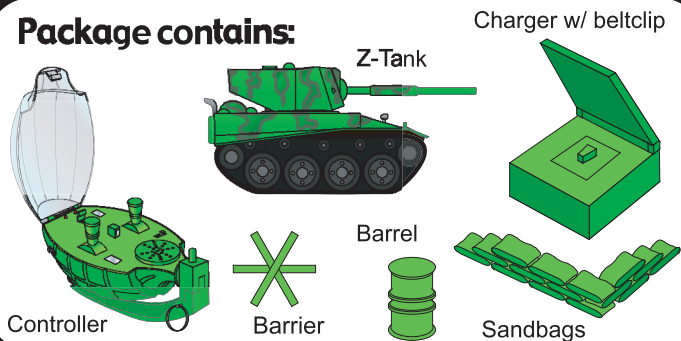


Z-TANKS R/C

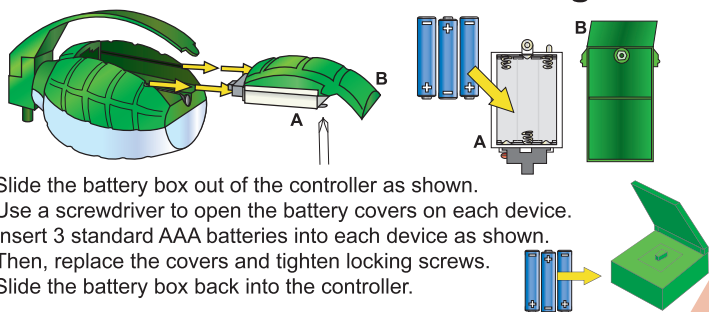
Thank you for purchasing this exciting product.
For best results, please read these instructions carefully.

Package contains:



STEP 1

Insert Batteries into Controller and Charger

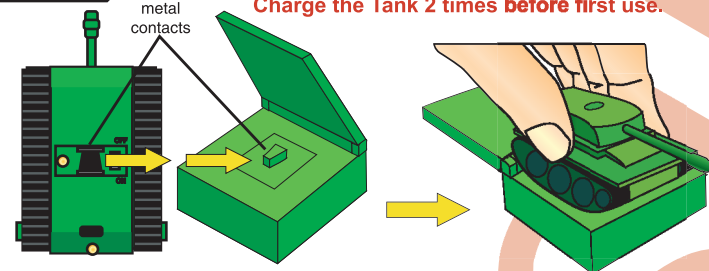


Slide the battery box out of the controller as shown. Use a screwdriver to open the battery covers on each device. Insert 3 standard AAA batteries into each device as shown. Then, replace the covers and tighten locking screws. Slide the battery box back into the controller.

STEP 2

Charge for 60 Seconds

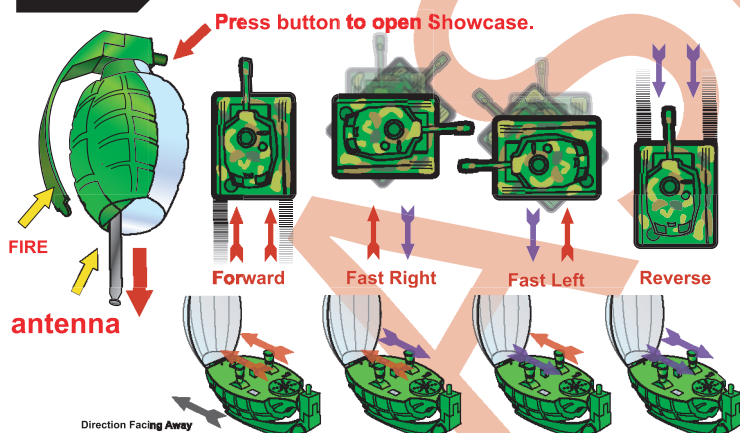
Charge the Tank 2 times before first use.



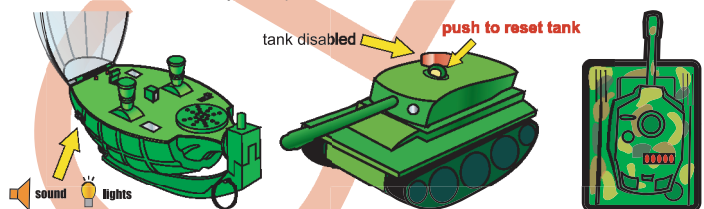
Line up the shapes on the connectors to fit the Tank on the Charging Station. The bright LED will turn on for 60 seconds. Now, the tank is charged. When the LED begins to dim, it's time to replace the batteries.

STEP 3

Operating the Controls



Switch the Controller and the Z-Tank to the "On" Position and fully extend the antenna. Range will be severely reduced without extending the antenna. The left control stick controls the left tread, while the right stick control the right tread. Follow the diagrams to better understand how the controls work. The turret will automatically sweep back and forth when the tank is in motion.



The switch on the side on the controller activates the showcase lights or blast sound. Select the bulb icon to light up the stage with flashing light effects. Select the speaker icon to turn on the blast sound. Select the middle position to turn these features off. The tank has an LED that glows when the tank is timeout after 3 minutes of no control signals or when the tank is otherwise disabled.

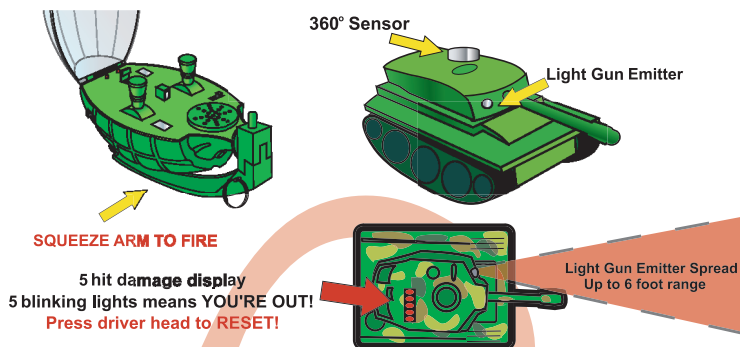
Lightly press the tank drivers head to reset.

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Battle Mode

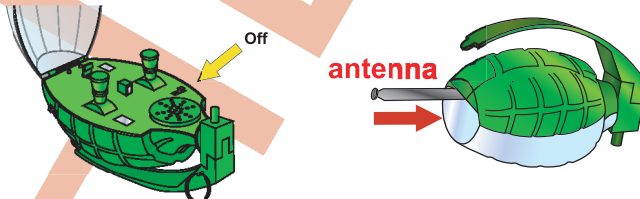
At least 2 opposing Z-Tanks (1 "Jungle" and 1 "Desert") are required for the Infrared Battle System.



Control a battalion of tanks of the same team with a single controller! The Light Gun Emitter (LGE) is the small bulb on the forward face of the turret. The LGE sends out a cone of fire in the forward direction only. The Hit Sensor is the clear circular hatch on the turret. The tanks can be attacked from all directions from a direct hit. The Battle System is sensitive to bright ambient light and works best indoors.

Ready! Set up the mock battlefield with the opposing tanks separated by several feet. Aim! Steer the tank to line up a clear shot of the opposing tank. Fire! Squeeze the controller arm to FIRE. Use the sound function to hear a blast.

If opponent is hit, it will show on the 4-hit damage display of the top turret.



After playing, Be sure to switch the control and Tank to the "Off" position. Place the Tank onto the storage post inside the controller and close the cover. Be careful not to let the antenna get stuck in the opening. Retract the controller antenna back into it's base.

To avoid leakage, it is not recommended to keep batteries in the unit for an extended period of time.

Troubleshooting

PROBLEM	SOLUTIONS
Tank does not move	A) The tank is disabled mode B) Not enough energy in AAA batteries. C) Forgot to switch Controller On D) Tank out of range. Press the Drivers head to Reset Insert Fresh Batteries Switch controller unit On Verify charge in tank. Play with unit at a closer range
Tank is slow or not running smoothly	A) Something caught in wheels or treads B) The trim on the rear wheels is not set C) Running on rough terrain. D) Time to recharge Use a small pin to remove obstructions. Use a small screwdriver to adjust the tension on the treads. Tank runs much better on smooth surfaces. Recharge the tank on the Charger.
Tank moves by itself	A) Some materials cause interference B) Other devices on the same frequency Move to another location Avoid playing near machinery. They could be sending interfering signals.
Light Gun not working	A) The tank is not receiving the hit B) Target out of range Ambient light affects the hit sensor. Play with unit at a closer range
Tank range is low	A) Antenna is not Fully Extended Make sure that both the controller antenna and the tank antenna are fully upright.



For more detailed Technical Support visit:
www.atomic toys.com/ztanks_tech.html

To contact customer service, send email to customerservice@atomic toys.com. Or, call Toll Free (866) 286-9711

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Conforms to toy standards ASTM F963 and EN-71.



Do not mix old and new batteries.
Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
PRODUCT CONTAINS NICKEL-METAL HYDRIDE BATTERY. MUST BE RECYCLED OR DISPOSED OF PROPERLY.
DO NOT BURN, PUNCTURE, BATTERY. USE OTHER BATTERIES OF THIS TYPE.
IF IT IS BURST OR PUNCTURED, IT COULD RELEASE TOXIC MATERIAL.

The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment.

Modifications not authorized by the manufacturer may void the user's authority to operate this device.
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.