

# COMBAT<sup>™</sup>

## CREATURES

### Instructional Manual

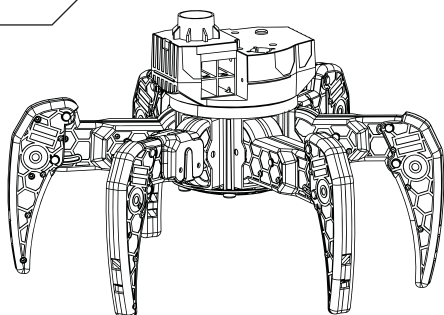


For easy to follow instructions on assembling and battling your Abtacknid go to [www.combatcreatures.com](http://www.combatcreatures.com)

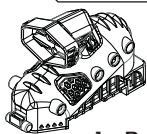
Images have been used for the purposes of illustrations only.

6+

## Contents



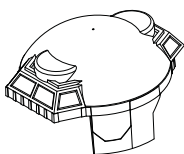
**1 x Attacknid**  
Requires 4 x AA batteries (not included)



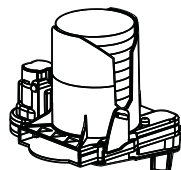
**1 x Battle Brain**



**2 x Targets**



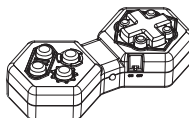
**1 x Attacknid Cap**



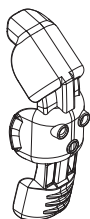
**1 x Dissector Bolt 'N' Battle Attachment**



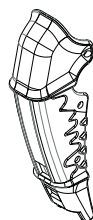
**20 x Foam Dissector discs**  
(12 fit into the weapon)



**1 x RC hand set**  
Requires 2 x AA batteries (not included)



**6 x Combat Armor set**



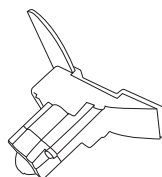
**6 x Vertical skins**



**6 x small horizontal skins**



**6 x large horizontal skins**



**1 x Electronic Weapons Elevator**

**Red Skin set**

**Additional tools required**  
Cross Head screwdriver

## Declaration of conformity



Manufacturer's Name: China Industries Ltd. T/A Wow! Stuff!  
Manufacturer's Address: Creative Industries Centre, Wolverhampton Science Park,  
Wolverhampton, WV10 9TG, UK

Type of Equipment: Attacknid  
Model Number: CC - 1001  
Year of Manufacture: 2012

Application of Council Directive(s): 1999/5/EEC The Radio Equipment and Telecommunications  
Terminal Equipment 2000 (and its amending directives)

Standard(s) to which Conformity is declared: EN50371, EN62115, EN301 489-1/3, EN300 220-1/-2

I hereby declare that the equipment named above has been tested and found to comply with the relevant sections of the above referenced specifications. The unit complies with all essential requirements of the Directives.

Place: Wolverhampton, UK  
Date: 21st June 2012

Graeme Taylor  
Director

**CE XXXX**



Made in China

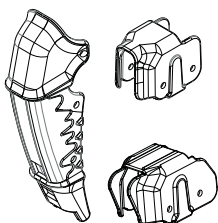
## Troubleshooting guide

Symptom	Cause	Solution
Weapon will not fire	<ol style="list-style-type: none"> <li>1. Disc is jammed</li> <li>2. Dissector Attachment is not properly inserted</li> </ol>	<ol style="list-style-type: none"> <li>1. Remove all discs and re-insert</li> <li>2. Remove and re-attach your weapon ensuring it is locked in *</li> </ol>
Attacknid will not sync with the controller	<ol style="list-style-type: none"> <li>1. Batteries are low</li> <li>2. It is the wrong controller, Attacknid only pairs with the controller it comes with</li> </ol>	<ol style="list-style-type: none"> <li>1. Change batteries</li> <li>2. Use original controller</li> </ol>
Combat armor will not go on	<ol style="list-style-type: none"> <li>1. It is not properly inserted</li> </ol>	<ol style="list-style-type: none"> <li>1. See this manual or website on how to complete</li> </ol>
The Battle Brain in not working	<ol style="list-style-type: none"> <li>1. You have the wrong battle mode</li> </ol>	<ol style="list-style-type: none"> <li>1. Switch from ON to Battle Mode</li> </ol>

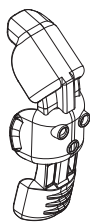
### \*Maximise Disc Firing Range!

There is considerable skill required to fire the discs long distances. The key is to time the press and release of the fire button. To fire multiple discs keep the button pressed down. To fire single discs the maximum distance press the fire button and release immediately after it has fired. This ensures the next disc can be fired a long distance. Note that jamming of the weapon is more likely to occur when the fire button is released just as the disc is moving in to the motor mechanism. This can be reduced by releasing fire button immediately after a disc has fired.

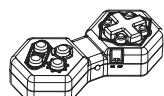
## Spare parts



Red Skin set



Combat Armor



RC hand set



Large Targets



Foam discs



Small Targets

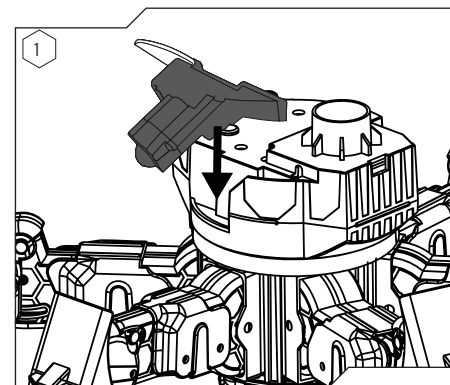
For more detailed troubleshooting and to order spare parts go to [www.combatcreatures.co.uk](http://www.combatcreatures.co.uk).

## Preparing for Battle

### Insert the Electronic Weapons Elevator

1. Unpack the Attacknid from its packaging. Slide in the Electronic Weapons Elevator in to the top part of the Attacknids body. (see figure 1.) It should sit level with the top surface of the Attacknid.

This enables the Weapons System to be moved up and down using the remote control handset.

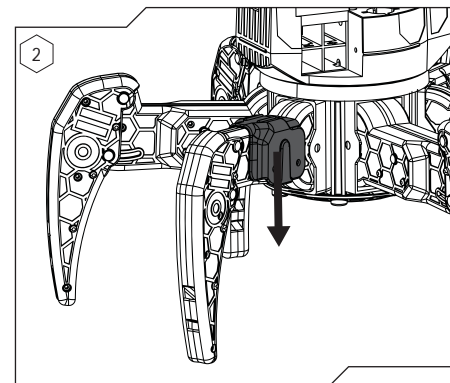


### Clipping on your Red skins

2. There are 6 horizontal skins (one for each leg). 3 small and 3 larger skins.

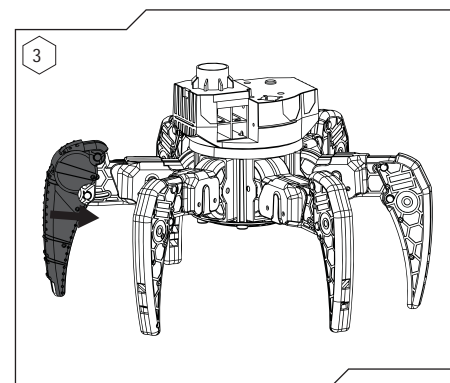
The Larger skins go onto the larger legs and the Smaller skins go onto the smaller legs.

Horizontal skins simply click and lock into place. (see figure 2.)



3. Position each of the vertical skins on the uprights of the legs (there are 6 in total).

These simply click and lock these into position (see Figure 3).

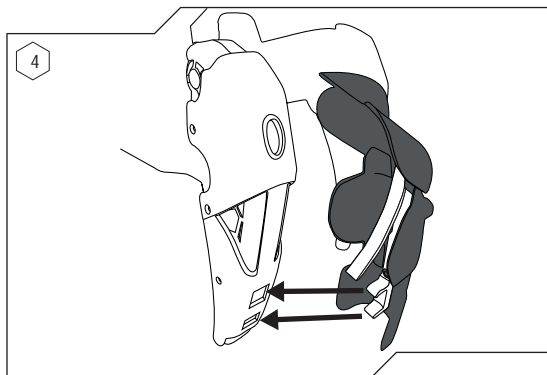


## Combat Armor

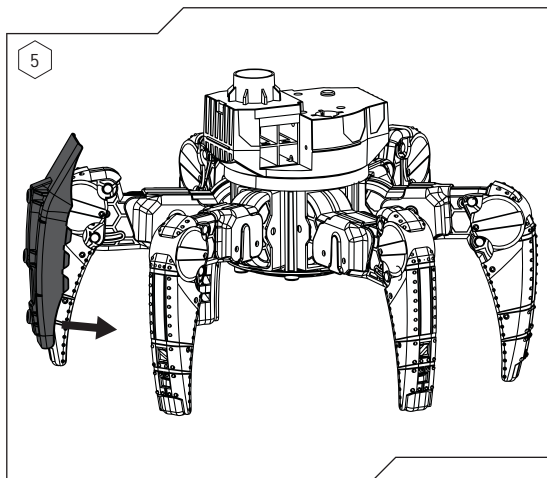
4. Preparing your Abtacknid for battle. Placing the Combat Armor onto the legs.

Align the two bottom pins on the armor with the two bottom holes in each leg (see Figure 4.)

Then firmly push the bottom two pins into the bottom of the leg, as the armor is spring loaded.



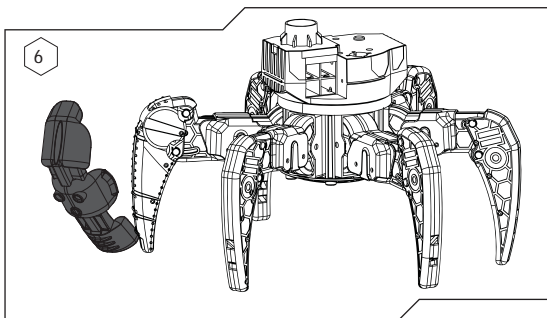
5. They simply click and lock into position (see Figure 5.)



6. When a direct hit occurs to the Combat Armor then it pings off (see figure 6.)

The aim is to remove all your opponents armor!

For more information on Battle Modes go to page 10.



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 provided 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.

# ! 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

Don't 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.

Made in China.

## Battery Information

- Rechargeable batteries are only to be charged under adult supervision;
- Rechargeable batteries are to be removed from the toy before being charged;
- 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.

## Always :

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

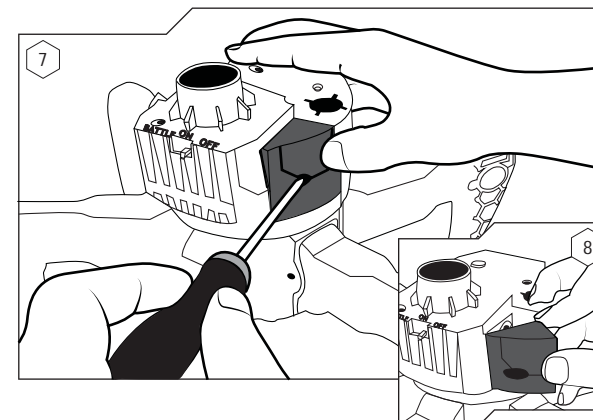
## Inserting the batteries

Please ensure that batteries are installed by an adult.

### The Attacknid

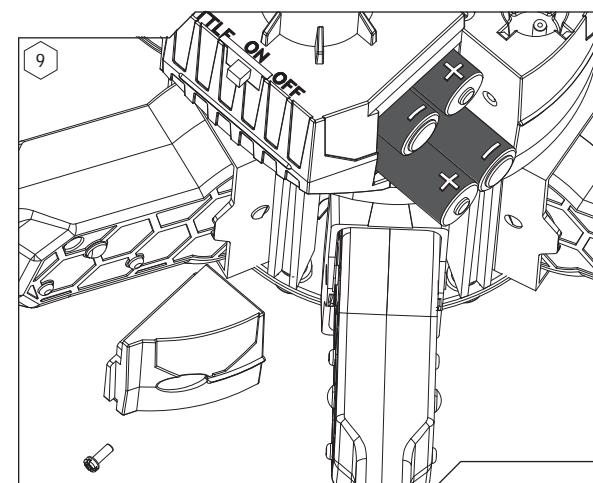
The Attacknid requires  
4 x AA batteries (not included.)

7. Unscrew the battery cover using a cross head screw driver (see figure 7.)
8. Remove the battery cover by pulling from the right hand edge, (see figure 8.)



9. Insert the batteries according to the polarity shown (see figure 9.)

Screw the battery cover back into place.



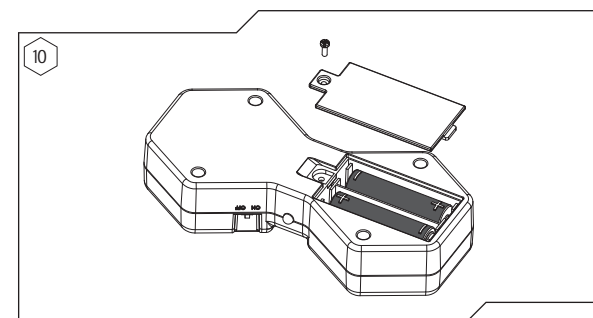
### Remote Control

The controller requires  
2 x AA batteries (not included.)

10. Unscrew the battery compartment using a cross head screwdriver.

Insert the batteries according to the polarity shown (see figure 10.)

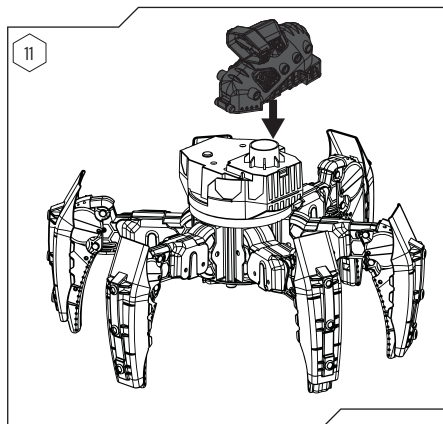
Screw the battery cover back into place.



## Attaching the Battle Brain

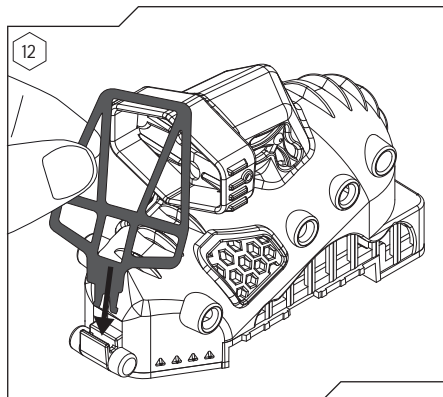
11. Position the Battle Brain onto the top of the Attacknid, (see figure 11.)

**NOTE:** The Battle Brain will only fit one way.



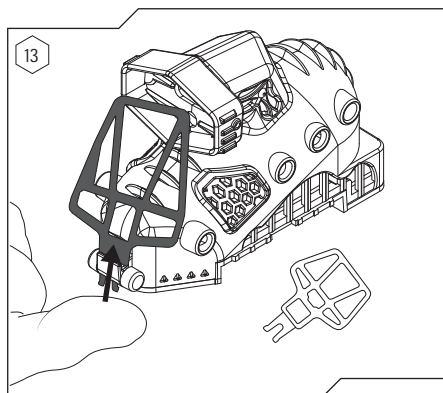
12. The Battle Brain target slides into the clip on the front of the brain, (see figure 12.)

These simply click and lock into position.



13. Changing your Battle Brain target. Simply push the two pins from the bottom of the clip (see figure 13.)

There are sizes two targets. The Large target is easier to hit but change to the smaller target once you have practiced and have improved your skills.



## Game Play

Now the Armor and Weapons have been assembled your Attacknid is ready for battle!

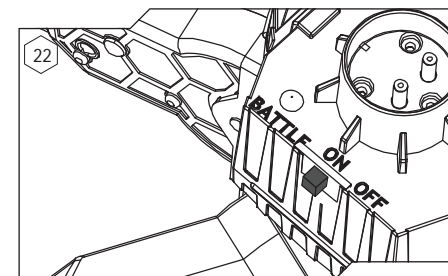
There are two gaming modes, Training mode and Battle mode.

### 22. Training Mode

(Turn to 'ON' position, see figure 22.)

The Attacknid can be moved around with the handset. You can fire weapons and the Battle Armor can be hit and blasted off.

The LED on the Attacknid head will be solid green.



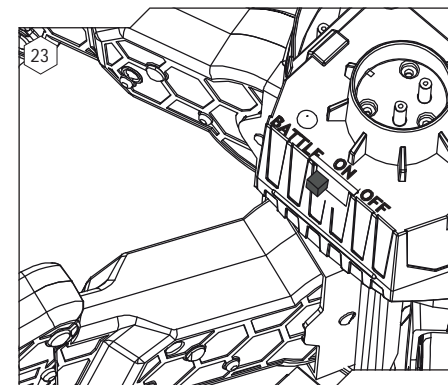
### 23. Battle Mode

(Switch to battle mode, see figure 23.)

Once Battle mode has been activated the Kill switch on the Battle Brain has been activated. To use this, clip-on one of the two sizes of targets provided (see page 5 on how to do this.)

It takes a lot of skill to hit the targets, so start off with the larger target as this is easier to hit. The smaller one needs a more accurate shot.

Battle Mode between 2 Attacknids can be made more even to compensate for the skill levels of the players.



Initially, the LED on the Attacknid will flash green in Battle mode. It then moves through the series of colours below until it has been killed.

#### Kill Switch:

Flashing Green: Battle mode - Healthy no hits

Flashing Amber: Battle mode - Hit once

Flashing Red: Battle mode - Critical - hit twice

Flashing Multi-coloured: SHUTDOWN - hit three times

Each time the Attacknid as well as the colour of LED changing it 'shudders' so it is clear it has been hit. ON the third hit the Attacknid shuts down. To continue playing you need to turn it OFF and then back to Battle mode.

#### Combat armor

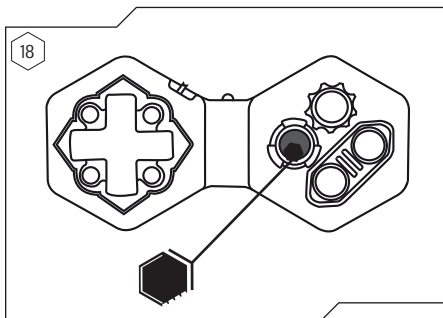
When a direct hit occurs to the Combat armor (aim for logo) then it pings off. The aim is to remove all of your opponents armor!



## Firing your Weapon

18. Press Button F on the handset, to fire your weapon system. (See figure 18.)

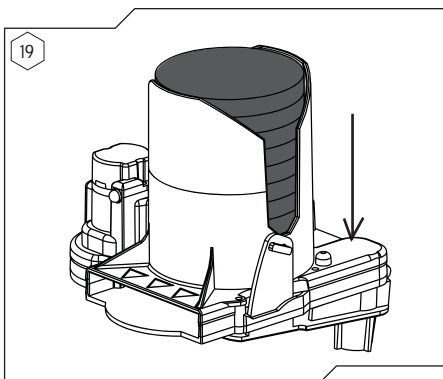
**Note:** You can only fire the weapon system when the Attacknid is stationary.



19. To reload the weapon system, simply feed the discs to the top of the hopper. (See figure 19.)

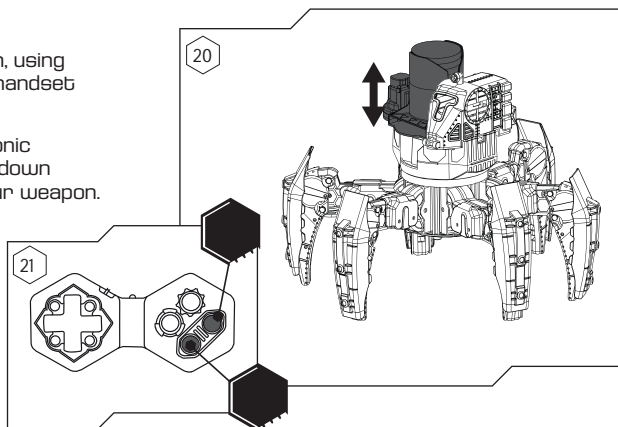
When re-loading ensure the Electronics Weapon Elevator is down, and that all discs are flat and fitted properly. This will reduce any jamming during play.

**Note:** The hopper will hold 12 discs and fire 1 disc at a time.



20. Move the Bolt 'N' Battle attachment up and down, using buttons H and I on your handset (see figure 21.)

This controls the Electronic Weapons Elevator up or down changing the angle of your weapon.



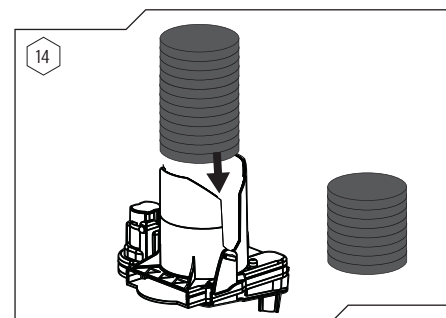
**Note:** Discs will fire in a slight curving motion. It takes skill and practice to fire and hit your target. See Trouble shooting guide (page 13) on how to maximise distance of firing and reducing jamming of discs.

## Bolt 'N' Battle Attachment: Dissector Discs

14. The Bolt 'N' Battle Attachment holds up to 12 discs.

The foam discs simply drop in to the attachment hopper, (see figure 14.)

An extra 8 discs come in the box.

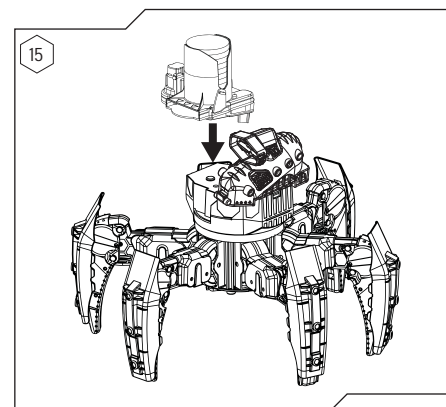


**NOTE:** Before attaching the Bolt 'N' Battle attachment make sure the Auto adjuster is in the horizontal position. Manually adjust this if necessary.

15. Make sure that the Bolt 'N' Battle attachment is on the closed position. (See figure 15.)

To attach the Bolt 'N' Battle attachment for the Dissector Discs, simply mount the system onto the top face of the Attacknid, (see figure 15.)

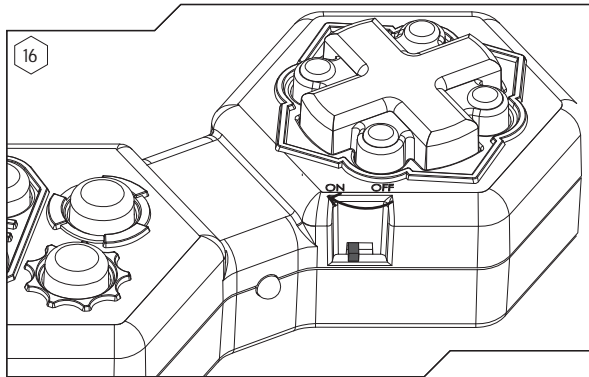
Simply plug the attachment into the appropriate slot on top of the Attacknid. Making sure the Bolt 'N' Battle attachment is facing the same direction as the Battle Brain.



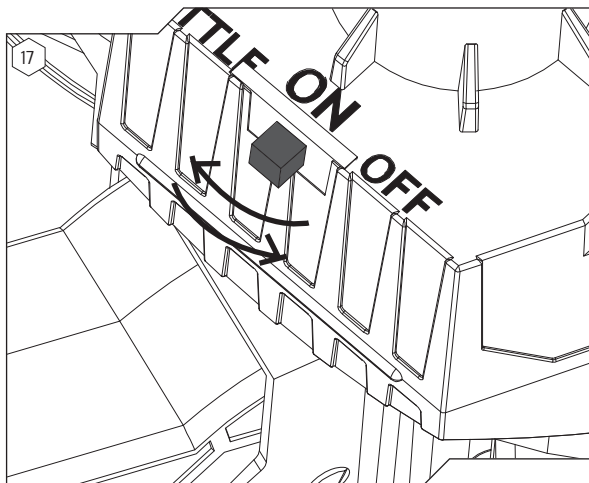
**NOTE:** See page 9 for details on Firing your Bolt 'N' Battle attachment.

## Getting ready for battle

16. Firstly slide the controller ON/OFF switch to the on position.  
(See figure 16.)



17. Next slide the Abbtacknid on/off button to the on position for training mode or go to battle mode.  
(See figure 17.)



See page 10 for more details on gaming modes.

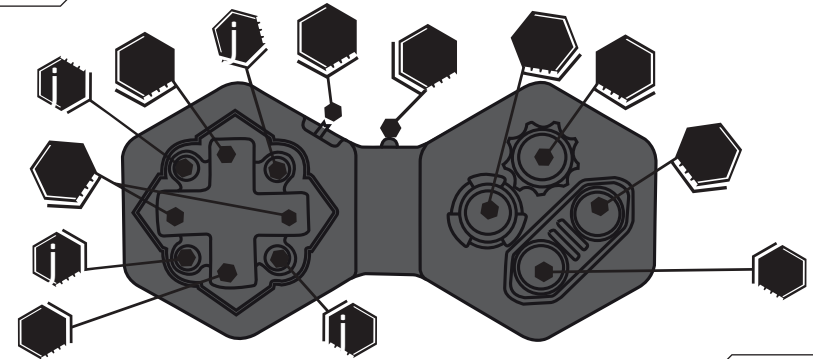
### Syncing the Abbtacknid and Handset











Once all the batteries have been inserted and both handset and Abbtacknid have been turned on. The syncing process will take 2-3 seconds to pair with each other.

The light on the handset will constantly flash until you move the Abbtacknid.

**NOTE:** You can sync up to 20 Abbtacknids in the same area.

## Operating the Abbtacknid



 ON/OFF switch	 Rotate the head	 Search Light	 Micro movement
 LED Indicator	 Backwards Button	 Electronic Weapons Elevator - up	
 Forward Button	 Fire button	 Electronic Weapons Elevator - down	

Button	Actions
Button C	This moves your Abbtacknid forward in the direction the head is facing
Button D	Rotates your head in any direction
Button E	Lets you reverse your Abbtacknid
Button F	Lets you fire your weapon system (see page 9 for more detailed descriptions on firing your weapon system)
Button G	Search light that comes on the Weapon System
Button H and I	This is the Electronic Weapons Elevator it lets you fire your weapon in different angles (see page 9 for more details on firing your weapon system)
Button J	Rotates the head in small movements

**NOTE:** You can only fire the weapon system when the Abbtacknid is stationary.



## **FCC STATEMENT**

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