⚠ 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 not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.

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 wheelie-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.

COMBAT CREATURES
STEALTH STRYDER APP-ATTACKNID
INSTRUCTION GUIDE
CONSTRUCT · CUSTOMIZE · COMPETE
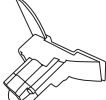
CONTENTS   CC-1007 STEALTH STRYDER
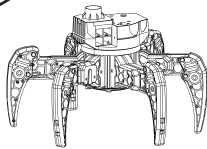
- 1 x Attacknid Core — Requires 4 x AA batteries (not included)
- 1 x Stealth Stryder Battle Brain
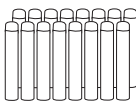- 1 x Battle Brain Target
- 1 x Electronic Weapons Elevator
- 1 x Dart Magzine
- 1 x Snypa Dart Blaster
- 12 x Powa Darts
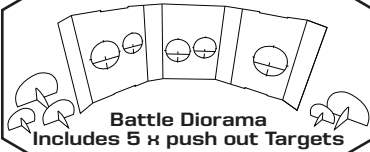- 6 x Exploda-Armor
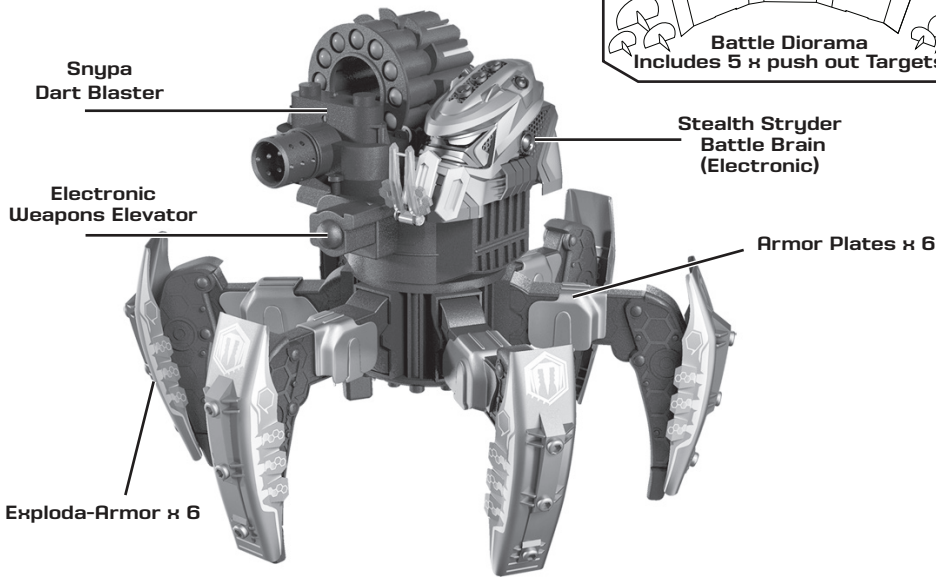- 3 x Narrow Armor Plates
- 3 x Wide Armor Plates
- Custom Decal Pack

Additional tools required Cross Head screwdriver

Battle Diorama Includes 5 x push out Targets

- Snypa Dart Blaster
- Electronic Weapons Elevator
- Exploda-Armor x 6
- Stealth Stryder Battle Brain (Electronic)
- Armor Plates x 6

GAME PLAY

There are two gaming modes, Training mode for pure blasting fun and Battle mode!

Training Mode - Man vs Machine
1. Turn to the 'ON' position. (FIG 23)
2. The Attacknid can be moved around with the Smartdevice.
3. You can fire weapons and complete Assault Courses.

Target Practice
1. Remove the inner diorama scene from the box with the printed targets on. (FIG 24)
2. These simply push out and assemble.
3. You now have 5 stand alone Attacknid targets to Blast at but can also use the holes left in the diorama as additional targets.
4. 10 points large targets, 20 and 30 points medium targets and 40 points for the small targets.

Let us know how you scored at www.facebook.com.combatcreatures

Build your own Assault Course
Why not Build your own Assault Course around the house. This is an all terrain robot, so you can walk your Attacknid up and down slopes and around tight corners.
See www.combatcreatures.com for ideas.

Battle Mode
1. Switch to Battle Mode.
2. Now the Battle Brain has been activated.
3. Initially, the 3 LEDs on the Attacknid Battle Brain will light up green. If not see troubleshooting.
4. With each direct hit on the target one green LED goes off and it 'shudders' to signify a life lost.
5. ON the third hit the Attacknid shuts down with all lights off and audible sound.

FIG 23

FIG 24

FIG 25

3 Green Lights	Status: HEALTHY	No hits
2 Green Lights	Status: DAMAGED	Hit once
1 Green Light	Status: CRITICAL	Hit twice
0 Green Lights	Status: SHUTDOWN	Hit three times

To continue playing you need to turn your Attacknid OFF and then back to either Training or Battle Mode.

CUSTOMIZE
Customize your Attacknid! Use the decals to personalise your Attacknid.
Make it your own and send it to us on our facebook page www.facebook.com/combatcreatures

Decal Pack
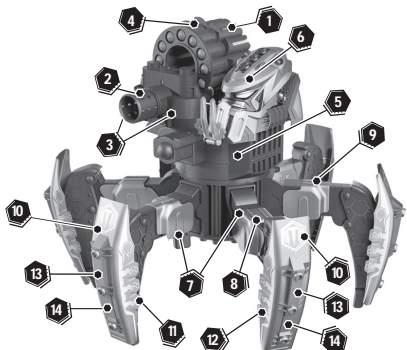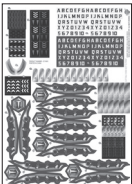
TROUBLESHOOTING

Symptom	Cause	Solution
Weapon will not fire	Dart is jammed	See loading Dart Blaster on how to load and fire Darts
	Dart Blaster is not properly inserted	Remove and re-attach your Dart Blaster ensuring it is locked in 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
Attacknid will not sync with the Smartdevice	Batteries are low	Change to high quality Alkaline or Lithium batteries
	Needs to be re-synced	See syncing your Attacknid and Smartdevice (see section 8)
Combat Armour will not go on	It is not properly 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
Attacknid LED is flashing Green & Red	Batteries are low	Replace the batteries
Attacknid keeps switching off	Batteries are low or faulty	Replace the batteries Insert high quality branded Alkaline or Lithium batteries.

**For Support Videos, FAQs and details on spare parts go online to www.combatcreatures.com**

BUILDING YOUR ATTACKNID

### 1. INSTALLING THE BATTERIES

Please ensure that the batteries are installed by an adult.
The Attacknid (requires 4 x AA batteries (not included.) (Do not use Rechargeable Batteries)
For best results use High Quality Branded Alkaline or Lithium batteries.

1. Tilt the Attacknid 90° for ease of removing the cover. (FIG 1)
2. Unscrew the battery cover using a cross head screwdriver.
3. Remove the battery cover by pulling from the right hand edge. (FIG 2)
   Do not use excessive force.
4. Insert the batteries according to the polarity shown. (FIG 3)
5. Screw the battery cover back into place.

FIG 1 FIG 2 FIG 3
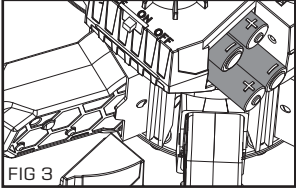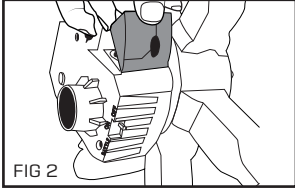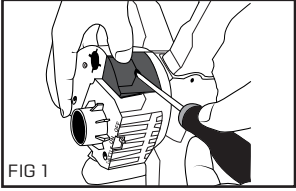
2. INSERTING THE ELECTRONIC WEAPONS ELEVATOR

1. Slide the Electronic Weapons Elevator into the top part of the Attacknid body. (FIG 5)

   It sits level with the top surface of the Attacknid.

FIG 5
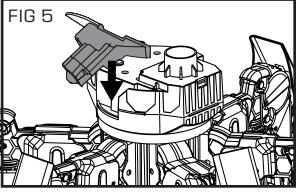
3. CLIPPING ON THE ARMOR PLATES

1. There are 6 Armor Plates, 3 narrow and 3 wide. (FIG 6)
   No force is needed they simply clip into position.
2. The wide Armor Plates clip onto the wide legs.
3. The narrow Armor Plates clip onto the narrow legs.
4. Customise your armor plates with suitable paint or decals.

Make sure you do not force narrow plates onto wide legs.

FIG 6
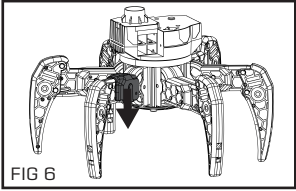
4. ATTACHING THE TARGETS

1. Clip the target on the front of the Brain.
   These simply click and lock into position. (FIG 7)
2. To remove the Battle Brain target pull from the top of the Target and it will simple click out.

FIG 7
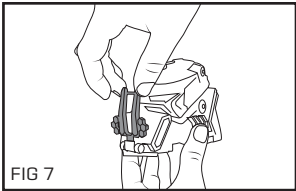
5. ATTACHING THE BATTLE BRAIN

1. Tilt your Attacknid 90° and attach the Battle Brain by pushing down gently.
2. It is important that the clip on the Battle Brain connects with the sensor on the Attacknid. To do this the clip needs to be in the forward position towards the front of the Battle Brain. (FIG 8)
3. This is most easily achieved by holding the Battle Brain with its front facing the ground. With your other hand hold the Attacknid at 90 degrees and insert onto Battle Brain, until fixed in position. (FIG 9) **NOTE: The Battle Brain will only fit one way.**

FIG 8 FIG 9
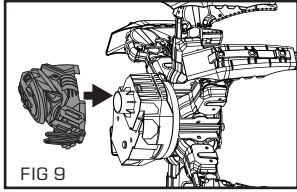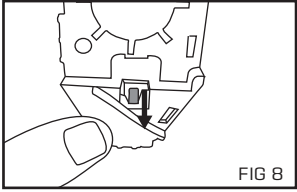
6. ATTACHING THE EXPLODA-ARMOR

1. Align the bottom pin on the armor with the bottom hole on each leg. (FIG 10)
2. Firmly push the bottom of the armor into the Attacknid. (FIG 11)
   It is important not to touch the top of the armor as this will make the armor spring off.
3. Complete this process for all 6 legs. (FIG 12)

FIG 10 FIG 11 FIG 12
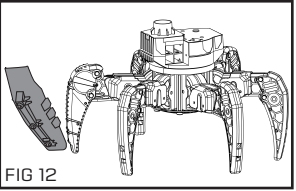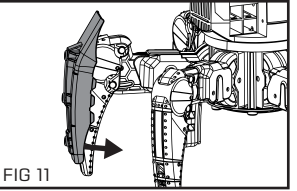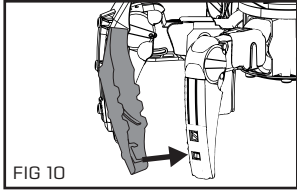
7. SNYPA DARTS BLASTER ATTACHMENT

1. Place the 12 darts into the Dart Magazine. These simply push into place.
   Make sure the darts are in the correct orientation and fully in the chamber. (FIG 13)
2. Make sure the Dart Prodder is always retracted when reloading - you will need to operate the fire button on the controller to activate this.
3. Angle the back of the loaded Dart Magazine onto the Darts Blaster, matching up the arrows as below (FIG 14). Make sure the back rim connects with the sprung loaded guide wheel. (FIG 14A)
4. Drop the front of the Dart Magazine into the Dart Blaster. (FIG 15)
5. **Make sure the front clip goes over the rim of the centre of the Dart Magazine. (FIG 15)**

FIG 13 FIG 14 FIG 14A FIG 15
Front clip
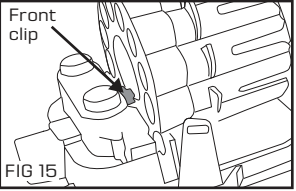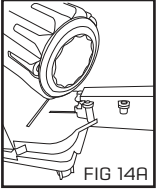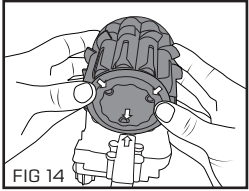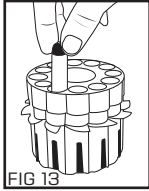
6. Simply plug the Dart Blaster into the appropriate slot on the Attacknid. (FIG 16)

   Making sure it is facing the same direction as the Battle Brain. (FIG 17)

FIG 16 Dart Blaster Slot FIG 17
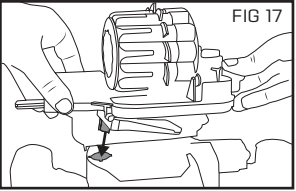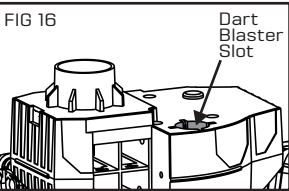
8. SYNCING YOUR ATTACKNID AND SMARTDEVICE APP

Firstly using your Smartdevice download the APP-Attacknid App.

1. On your app store search 'APP ATTACKNID' then download COMPLETELY FREE for apple and android devices!

APP ICON

For help on syncing go to www.combatcreatures.com/video-tutorials

1. Make sure your Attacknid is turned on.
2. Next slide the Attacknid ON/OFF button to the ON position for TRAINING MODE or go to BATTLE MODE. (FIG 18)

Battle Switch

FIG 18
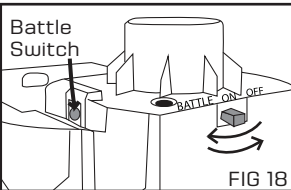
3. On your Smartdevice, go to settings - Bluetooth. (see device manual for exact whereabouts)
4. Turn on your Bluetooth signal and pair it to 'Combat Creatures'.
5. Relaunch App.
6. The Smartdevice and Attacknid are synced and ready to go.

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

If the Attacknid is not responding to your Smartdevice it can be easily re-synced.
 • Turn both the Attacknid and Smartdevice OFF
 • Take the Battle Brain off
 • Turn the Attacknid ON - you will see a red flashing light.
 • Press and hold down the 'Battle Switch' on the Attacknid (FIG 18)
 • After 3 seconds release the pressure on the Battle Switch - Lights will now go green.
 • Follow step 5 to re-attach the Battle Brain
 • Turn the Smartdevice ON - Follow steps 3 to 6 above.

Only 1 Attacknid can be synced to a Smartdevice.
You can sync multiple Attacknids in the same area for battles.

9. ATTACKNID APP NAVIGATOR

For more information on opperating your Attacknid go to www.combatcreatures.com/video-tutorials.

PLAY
INTRODUCTION
ABOUT

APP-ATTACKNID Main Menu

PLAY - Game play (Remote Control UI) See section 10.

INTRODUTION - How to play the game

ABOUT - Twitter, Facebook & Youtube Links

NO CONNECTION!

NO CONNECTION!

No connection with Attacknid, see how to sync Attacknid in section 10.

10. OPERATING THE ATTACKNID / APP PLAY SCREEN (REMOTE CONTROL)

Forward Motion
360° Rotate Head
Directional Motion
Backward Motion

GREEN Micro-Adjustor & Search Light
RED Fire Button
BLUE Electronic Weapons Elevator - Up
YELLOW Electronic Weapons Elevator - Down

1. Use the Rotate Head button to move/rotate the head left or right.
2. Use the Forward Motion button to move your Attacknid in the direction the head is facing.

Button	Actions
FORWARD MOTION	Attacknid moves in a forward direction.
ROTATE HEAD	Rotates head left and right.
BACKWARD MOTION	Attacknid moves in a backwards direction.
RED	Fires darts.
GREEN	Press the Green button and then tap Rotate Head Button to micro-adjust direction. Press the Green button then gently press the Electronic Weapons Elevator button (Blue [up] & Yellow [down]) to micro-adjust height of the adjustor. This micro-adjust function is essential for accurate aiming of the Darts. Press the Green button on its own for red LED search light.
BLUE & YELLOW	Moves the Electronics Weapons Elevator up (Blue) and down (Yellow).
DIRECTIONAL MOTION	Press for Attacknid to move in small circles. Pro-users press and hold to keep the Attacknid moving as it turns under battle conditions!

11. FIRING YOUR WEAPON

Maximum Distance Firing!

1. Pressing the Red Fire button on the Smartdevice (Remote Control) means that Darts will continue to fire until all are used up.
2. Turn the Battle Brain left and right. The direction of the Darts are controlled by the direction the Battle Brain is facing.
3. Height of the Dart is controlled by the Blue (up) and Yellow (down) buttons.
4. To accurately aim the Darts press down the micro-adjustor Button (Green) and then gently tap Rotate Head and/or the Electronic Weapons Elavator (Blue [up] & Yellow [down] buttons) for small movements side to side and up and down respectively.
5. Finally... **LET BLASTING & BATTLING COMMENCE!**

Follow Combat Creatures
for Tips & Tricks

Get the best out of your Attacknid!