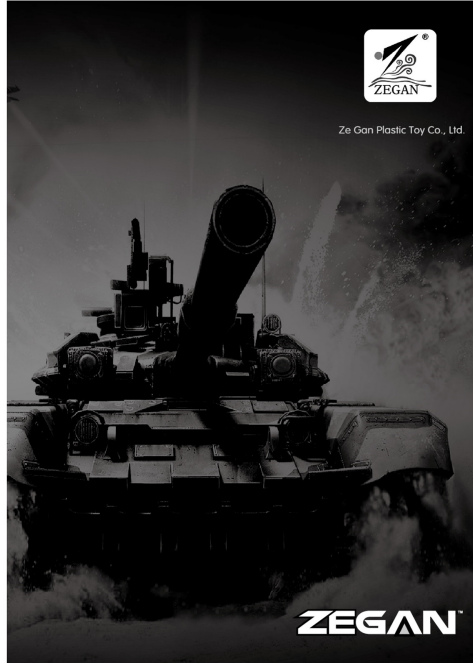




Ze Gan Plastic Toy Co., Ltd.



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ZEGAN

WIRELESS IR CONTROL BATTLE TANK INTRODUCTION MANUAL

THANKS YOUR PURCHASE OUR PRODUCTS, PLEASE THROUGHOUT THE CAREFUL THIS INTRODUCTION MANUAL, BEFORE YOU OPERATE IT!



PLEASE PURCHASE TWO OR MORE TANK WITH DIFFERENCE (SOURCES TO ENJOY THE SIMULATION TANK BATTLE!)

REPLACEMENT COULD MAKE 30 DEGREE TURN!
AUTO PLAY FUNCTION!
AUTO POWER OFF FUNCTION!



WARNING:

- *Please correct assemble and operate this product correctly following introduction manual and introduction on package. Some parts should be assembled by adult.
- *Adult supervision is recommended when assemble or play it.
- *Small part could hurt children, to avoid such risk, keep it away from child.
- *To avoid choking risk, keep the packing material away from children.
- *Regularly examine for damage to the play, enclosure and other parts, in the event of any damage, the tank must not be used until the damage has been repaired.
- *Don't touch the running pedal.
- *Don't run it into water or raining to avoid short-circuit.
- *When there have thunder or fire-flare, please stop play it at once.
- *Be sure not other same frequency nearby, once find, please move to another place to avoid frequency interference.
- *Only included charger to be used.

- *Charger and batteries case should use the same volt which mark on product.
- *Charge by electricity is unallowed.
- *Please cut from charger before clean it.
- *Don't aim the infrared to other one or yourself face or eye to avoid eye injury.
- *Tank Use 4.8V Batteries Group
- *RC Use 27A*1.5V
- *Install the battery at correct polarity.
- *Non-rechargeable battery not to be recharged.
- *Adult supervision is suggested when change the battery.
- *Rechargeable battery are removed from toy before charging.
- *Erase/battery are removed from toy/take out battery from toy when use for long time.
- *Don't make battery short circuit, disassemble or throw battery into fire.
- *Keep this information and introduction manual for further reference.

Caution: The user is cautioned that changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

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's operation is subject to the following two conditions: (1) This equipment may not cause harmful interference, and (2) this equipment must accept any interference received, including interference that may cause undesired operation.

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.

MAIN PARAMETER

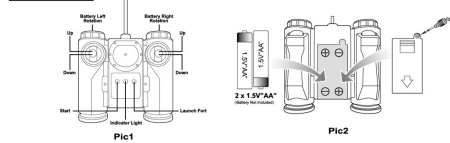
Frequency: 27MHz/40MHz
Remote control distance: ≥ 12.0 Meter
Battle distance: ≥ 10.0 Meter

Battery:
1 Tank: 4.8V Batteries group
2 RC: 27A*1.5V AA*
Volt:
4V-tank+6.5V

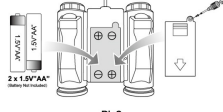
3.NOTE

1. Don't play it on road or in crowd to avoid danger.
2. Run into water will lead to short-circuit, don't play it under the strong light such as sunshine.
3. To extend it's life cycle, please play it on smooth floor or indoor.
4. When tank slow down means power weak, please replace the new one.
5. Not rechargeable batteries should not to be recharge, rechargeable batteries should be recharged only by adult.
6. Only batteries of the same or suitable types as recommended are to be used.

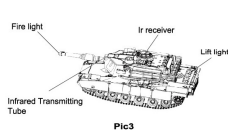
4.PARISLIST



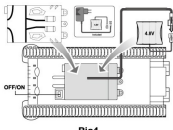
Pic1



Pic2



Pic3



Pic4

BATTERY SAFETY

- 1) Adult's supervision is required for charging.
- 2) To charge the rechargeable battery of car, first remove it from the chassis.
- 3) Timely remove exhausted batteries from the car and the R/C.
- 4) Make sure the main switch is set to OFF before install the battery pack into the car body.
- 5) Note polarity marks in the battery compartments when installing the batteries.
- 6) Do not try to charge non-rechargeable batteries.
- 7) Do not make the batteries short-circuit.
- 8) If you plan to stop use for a long time, remove the batteries from the transmitter and the car body to avoid leakage.
- 9) Never throw the batteries into fire to avoid explosion or leakage.
- 10) Do not mix batteries from different producers.
- 11) Use only recommended batteries or suitable ones.
- 12) Check the batteries on a regular basis to avoid leakage.
- 13) Keep this manual well for future reference as it contains important information about this product.

CARE & MAINTENANCE

- 1) If you plan to stop use for a long time, remember to remove all the batteries.
- 2) If necessary, use a wet towel to gently wipe the car body to keep clean.
- 3) Do not expose this toy to high temperature, high humidity or direct sunlight.
- 4) Do not put this toy in water to avoid damaging its electronic components.

6.HOW TO OPERATE R/C

1.Power ON/OFF

Press "power on/off" as pic 4 shown, electronic ignition sound ring out, after starting, motor side sound ring out, press power on/off key once again to power off, please play it after all four life-light light up.

2.Emplacement right/left turn key

As pic 7 shown, press "left/right turn key" to make emplacement left/ right turn, machine gun strafe sound ring out.

3.FIRE KEY

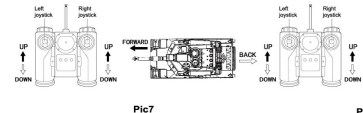
When tank power on, press on emitter fire key as pic 5 shown, rear of gun ring out and tank following the sound play corresponding action, as pic 7/8 shown.

4.TANK FORWARD/BACKWARD

As pic 7 shown, push left/right joystick down to make tank forward/backward and running sound ring out.

5. Tank turn

1. Forward left/right turn
As pic 8 shown only push left/right joystick up to let tank forward left/right turn.
2. Backward left/right turn
As pic 8 shown only push left/right joystick down to make tank backward left/right turn.
3. Marking time rotation
As pic 8 shown push left joystick up and right joystick down or push left joystick down and right joystick up to make the tank marking time rotation.



Pic7

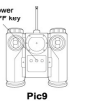
Pic8

ALL ABOVE FUNCTION YOU CAN PLAY AT RANDOM AS NEED

7.HIGH FUNCTION

1. Function shown
Power on the tank and don't operate emitter, after 9 seconds it will start auto play, it can simulate the base action of real tank.
WARNING: Once be interfered by other frequency, it will cut the auto play function.
2. Auto power off
When tank finish the action and not receive any signal after 1 minute, it will power off automatic and standby, three start indicator do out, when it on standby, you can restart it by emitter.

NOTE: Please set the power switch to off when not in use for long-term, please take out the batteries from tank and emitter when not play it for long time to avoid battery leakage to make product broken.



Pic9

Medium Interactive Tank Specification

1. Pull the power switch, then the tank will phonate "di", turret's light will lights up, the power point light on tail part will on. Indicating the tank is standby.
2. Press the "start" button, the tank will phonate the sound like engine start working.(Press the button again, tank will phonate "di", "di" sound twice, then stop working), meanwhile three "life indicating lights" are on.
3. The tank would do demonstration if no moving about 10 second.

R/C control Specification:

1. Forward/Backward: handle forwardly, control tank moves forward, oppositely, tank moves backward.
 2. Turret turn left/right: "Turret turn left" and "Turret turn right" can control turret turn left or right.
 3. Shooting: Press "Turn left/right" buttons + "Launch" button, tank will phonate gun shooting sound accompany indicating light flickers, and then emit IR opposite.
 4. Launch: Press "Launch" button, tank phonate bombarding sound accompany indicating light flickers, and then emit IR to opposite.
- Tank will do above function when in demonstration mode.

Attention:

1. Tank will out of demonstration mode when react the IR of C/R.
2. Tank may out of demonstration when react other frequency interference.
3. During demonstration mode, tank will in standby mode without reacting C/R signal about 1min 30sec.

4. Interactive function:

1. Tank will out of demonstration mode when react the IR of C/R.
2. Tank may out of demonstration when react other frequency interference.
3. During demonstration mode, tank will in standby mode without reacting C/R signal about 1min 30sec.

Attention:

1. When tank is hit, one of the life lights will be on after flicker 15 times.
2. The new hit is available after 10 sec of last hit.
3. When tank stop operating for be hit three times, the once more standby mode needs about 10 sec, accompanied with "di" "di" two sound, meanwhile should press "START" button to restart.

IR BATTLE TANK SPECIAL INTRODUCTION MANUAL

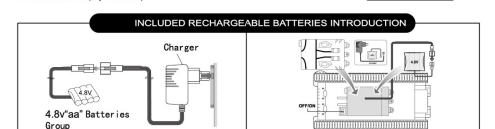


1.TANK BATTLE

As illustration, if you have two battle tanks with difference IR frequency, control the barrel aim to another one's IR receiver and fire, once the tank be shot it screams and light flash, be shoot one time by cannon or three times by gun, one life light black out and when all life light black out, it mean fail.

2.LIFE LIGHT INTRODUCTION

1. When power on, start sound ring out and at 02:03 light up, All life light light up, show tank ready to prepare for the war, note: don't start the battle before all at 02:03 light up, this time, if not any operate to R/C, tank enter into auto play.
2. Be shot one time by cannon or three times by gun, one life light black out and when 01:02:03 all black out, it mean fail.
3. When be shot by cannon or gun, 03 flash when 03 flash it will not receive it till stop flash.
4. All life light black out mean it fail (when tank fail, 01:02:03 keeping flash about 30 seconds, this is tank simulate recover, you can not restart it. Till all black out, you can restart it and play next battle).



4.8V 80mAh Batteries Group

WARNING: First time charging need 8 hours and next time need about 4-5 hour, one time full recharge could play 25 minutes, be sure the input volt same as output of local electric power before charging it.

SPECIAL NOTE

Our products 98900 and 98920 series with wireless IR control battle function, detail please refer to wireless IR tank introduction manual and battle tank introduction manual (tanks with difference frequency can play battle).