

INSTRUCTION MANUAL

USE UNDER SUPERVISION OF AN ADULT

RADIO CONTROL

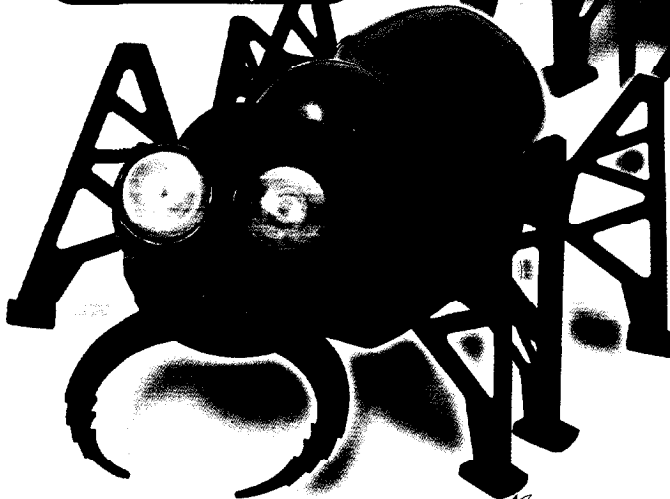
PLEASE READ ALL OF THESE INSTRUCTIONS

InsectaZoid™

1285 ElectraZoid
11285 ElectraZoid w/power set

 **WARNING:**
CHOKING HAZARD--Small parts
Not for Children under 3 years

1286 AntiZoid
11286 AntiZoid w/power set



CAUTION: ELECTRIC TOY
Not Recommended for children under 8 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock.



Easy-To-Use Controls

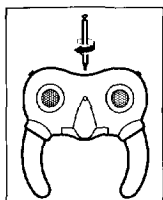
- Forward, Reverse, Left & Right
- Speed control allows you to creep up on an opponent, or to attack at full speed
- Takes up to 5 steps per second
- Head pivots left and right
- Gripping jaws
- Glowing eyes can be turned on and off using the head control joystick
- InsectaNoise™ provides sounds at the touch of a button
- Switch-selectable for left or right handed operated

(Keep the display box and the instruction manual for future reference.)

Unpacking

This box includes:

1) InsectaZoid Toy 1) Transmitter 1) Antenna



Carefully remove the contents from the packaging, and make sure that all items are there. Attach the antenna to the top of the transmitter.

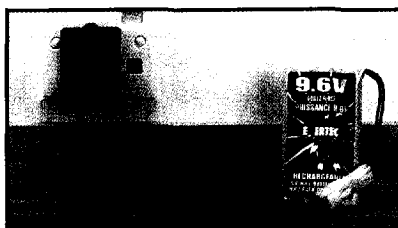
Battery Care

Always use a fully charged battery in the InsectaZoid
Never charge a warm or hot battery
Do not attach an a different battery to charger
Recharge batteries only under adult supervision
Don't use a cold battery in the toy

Battery Disclaimer

Battery Charging

- Plug the charger into a standard wall outlet.
- Attach the 9.6V NiCd battery into the charger. The battery can only be attached one way. Align the shapes of the battery connector and the charger connector, and do not force the fit.
- Allow the battery to charge approx. 4 hours.
- Disconnect the battery from the charger, and allow to cool.



Battery Installation

Both the transmitter, and the InsectaZoid toy require batteries. The InsectaZoid uses the 9.6V NiCd rechargeable battery, and the transmitter uses the 9V transistor (non-rechargeable) battery.

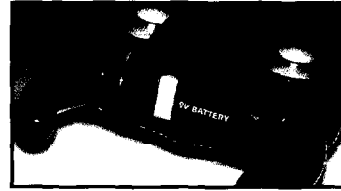
Installing the battery in the InsectaZoid

- Open the panel in the bottom of the InsectaZoid toy with a Phillips Screwdriver.
- Attach a fully charged 9.6V NiCd battery. The connection is shaped like the charger, and the battery can only be attached one way. Align the shapes of the battery connector and the InsectaZoid's connector, and do not force the fit.
- Close the battery compartment, and secure the latch by a Phillips Screwdriver.



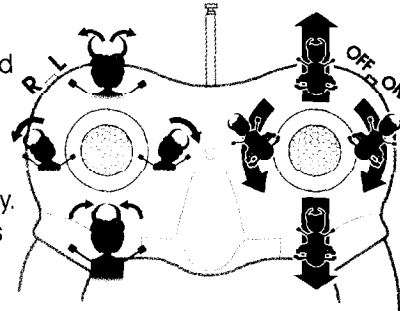
Installing a battery in the transmitter

- Open the panel on the back of the transmitter
- Attach a standard 9V transistor battery to the connector. Align the shapes of the battery connector and the transmitter's connector, and do not force the fit.
- Replace the panel on the back of the transmitter.



Operation

- Turn on the transmitter's power switch, located on the transmitter near the right-upper corner. The red LED should light. If it doesn't light, check the battery installation and connection, and if necessary, replace with a fresh battery. Dispose of spent batteries responsibly!
- Turn on the InsectaZoid's power switch located on its belly. A power indicator light should light as well. If the light fails to light, check the battery installation and connection, and replace with a charged battery if necessary
- The control unit is switchable for right-handed and left-handed operation. This switch is located on the transmitter near the left-upper corner. When the switch is near the "R" it is in right-handed operation. The description below is for right-handed operation.
- The joystick on the right controls how the InsectaZoid moves. Push the joystick forward, and the InsectaZoid will move forward. If you move the joystick a little bit, the InsectaZoid will move slowly! This is true for all directions.
 - Move the joystick backwards, and the InsectaZoid will back up
 - Move the joystick to the left, and the InsectaZoid will pivot counterclockwise.
 - Move the joystick to the right, and the InsectaZoid will pivot clockwise.
- Pushing down on the joystick turns the sound on and off. (push straight down, as if you were pressing the joystick into the transmitter) When the InsectaZoid is first turned on, it should make a sound. InsectaNoise™, and it will keep on making InsectaNoise during operation. When you push the joystick down once, the sound is turned off. When you push the joystick down again, the sound is turned back on again.
- The joystick on the left controls the motion of the head. When you move the joystick forward, the jaws open. When you move the joystick backwards, the jaws will close.
 - When you move the joystick to the right the head will turn to the right
 - When you move the joystick to the left, the head will turn to the left.
- When you push down on the joystick you turn the eye lights on and off. (push straight down, as if you were pressing the joystick into the transmitter) When the InsectaZoid is first turned on, its eyes should light up. The eyes will remain lit during operation. When you push the joystick down once, the eye lights are turned off. When you push the joystick down again, the eye lights are turned back on again.
- When you switch the left-to-right-handed switch to the "L" position, the left joystick controls the motion of the InsectaZoid, and the right joystick controls the motion of the head.



Troubleshooting

Symptom	Probable Cause	Solution
Toy will not move	<ul style="list-style-type: none"> - Toy not turned on - Transmitter not on - Battery not fully charged in toy - Battery is old in transmitter - Battery in backwards - Battery is cold - Transmitter from a different toy 	<ul style="list-style-type: none"> - Switch toy on - Switch transmitter on - Charge battery - Replace battery in transmitter - Match the connections - Bring battery to room temperature - Use proper transmitter
Toys moves with difficulty	<ul style="list-style-type: none"> - Transmitter interference - Toy too far away - Antenna not attached 	<ul style="list-style-type: none"> - Move to a different location - Point the antenna up - Move to within 20 yards - Attach antenna

Important Notice:

1. Don't operate your toy in dangerous places.
2. Don't put your toy and transmitter near any source of HEAT.
3. Don't run through water, including pools of puddles.
4. Avoid all possible collisions. Check the road ahead and watch for obstacles.
5. Avoid your toy and transmitter antennas touching each other.
6. A Charger is to be used only for Nickel-Cadmium batteries.
7. Don't run your toy in the same vicinity as another radio controlled car.
8. Don't leave your toy and transmitter outside overnight. Night dampness will cause harm.
9. Don't forget to remove batteries from your toy and transmitter if you are not going to operate the toy again that day.
10. If malfunction occurs, replace batteries.
11. Do not try to dismantle the charger and battery pack.
12. Do not charge the battery if it is still hot from usage. Wait until they have cool down.
13. The supply terminals are not to be short circuited.

Contact Information



USA Office:
 Highlander Toys, LLC
 8671 Younger Creek Dr.#200
 Sacramento, Ca. 95828
www.highlandertoys.com

Legal Disclaimers, FCC, and Safety Information

USER MANUAL

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user 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 needed.
- Consult the dealer or an experienced radio/TV technician for help.

Item No. : 1285 / 1286 / 11285 / 11256

WARRANTY
Highlander Toys, LLC
USA



QUESTIONS? DO NOT RETURN TO THE STORE OF PURCHASE!

60 DAYS LIMITED WARRANTY

Your units of Radio Controlled Vehicle and Transmitter are fully tested and inspected prior to leaving our factory. They are guaranteed to be free of factory defects for a period of **60 DAYS** from the date of purchase. Highlander will repair and/or replace any defective part or unit, free of charge during this period, provided it is returned to our authorized repair facilities together with **PROOF OF PURCHASE** and under the conditions below.

WARRANTY SERVICE CENTER

If any defective part is found within the warranty period, please call Highlander service representative on the telephone number listed below. Many problems could be solved over the telephone by our specialists.

CONDITIONS

- If a vehicle that is returned is found to have been misused or abused or any modification has been made to the original factory specifications, then the warranty will be considered void and any repairs will be charged.
- Unless specifically requested otherwise by the Service Center please remove all batteries from the vehicle and transmitter before forwarding them for repair.
- This warranty does not cover the costs of postage or freight to our Repair Centers.
- This warranty does not cover faults caused by user failing to follow the instruction manual, or abuse and/or contamination of the product.
- Where the original packaging is damaged or not available the unit should be packaged in such a manner as to ensure its safe arrival at the Service Center. No responsibility will be accepted by the Service Center for damage incurred in transit.
- When returning a product for repair, please indicate full name, address and zip code. A business hours telephone number should also be included as our Service Center may need to be in touch with you in the event of a major problem.

NOTE: If a defective unit is returned without the **PROOF OF PURCHASE**, it is considered to be out of warranty period and customer will be debited with all repair charges.

- This warranty gives you specific legal rights, though other rights may vary from State to State.

HINTS TO AVOID POTENTIAL PROBLEMS

1. Call our Service Center to see if problems can be solved over the telephone.
2. Ensure that all batteries are the same and only use **9.6V Rechargeable Power Packs**.
3. Ensure that your battery connectors are clean, free of corrosion, and that your batteries make contact with the battery connectors.
4. Ensure that the batteries are installed correctly, matching positive (+) and negative (-) signs shown on the battery connectors.
5. Rechargeable batteries should only be recharged under adult supervision.
6. Remove all the batteries from vehicle and/or transmitter, whether rechargeable or non-rechargeable, if the toy will not be used for any long period of time.

DO NOT RETURN IT TO THE STORE OF PURCHASE!

Call us at: Toll Free: 1-877-802-2936 (Call between 9:00 am to 5:00 pm)

Fax No.: (562) 802-2986

Highlander Toys, LLC Service Center, 12031 East 167th Street, Artesia CA90701

SERVICE ONLY AVAILABLE IN USA