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BATTLE MODE TGIOO4T



Accreditation standard; GB/T26701-2011
To play BATTLE MODE, you need at least two battle tanks (up to 10 tanks can battle simultaneously). Object of the game is to shoot your opponent and inflict 5 damage points to win. The tanks feature light and sound effects when firing and getting hit. When a player receives 5 damage points, the tank is disabled and it is the end of the battle. Reset the tanks for a new battle by pressing and holding the button on the top of the tank for 2 seconds.

The materials, specifications, parts and packaging mentioned in this manual are for reference only. Please refer to the SYMA Toys website for the latest information: symatoys.com

IMPORTANT SAFETY INFORMATION:

Thank you for purchasing BATTLE MODE. To ensure correct operation, please read the instructions carefully before first use

SAFETY GUIDE:

- Keep small parts out of reach of children
 After use, ensure the tank and remote control are switched off and batteries are
- removed.

 Make sure to observe the correct polarity when installing and changing batteries in
- the tank and remote control.

 Do not mix old and new batteries or different types of batteries.

 Be careful to avoid loose clothing or hair that could get caught in the wheels/tracks on the tank.
- The packaging and instruction manual contain important information. Keep in a safe place for future reference.

REPAIR AND MAINTENANCE:

- Clean using a clean,soft cloth.
 Keep the product away from heat sources.
 Avoid water exposure. Moisture may cause damage to the electronic parts.

PRODUCT SPECIFICATIONS:

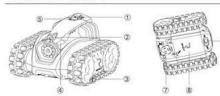
Remote Control Range: 20 meters (appr. 65 ft.)
Infrared Battle Range: 1 – 2 meters (appr. 3.5-6.5 ft.)
Tank Battery Requirements: 4 AA batteries each tank (not included)
Remote Control: 4 AAA batteries each (not included)
Operating Temperature: 0°C to 40°C (32°F to 104°F)
Operating Frequency: 2.4 GHz

CONTENTS

- 2 x Battle Tanks 2 x Remote Controls 1 x User Manual

-1-

TANK COMPONENTS:

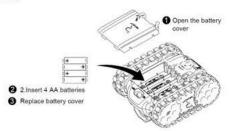


- (I) Receiver
- 2 Infrared transmitter
 3 Tank tracks
 4 Ready-to-Fire Indicator
- Speaker
 Battery Compartment (uses 4 AA Batteries)

(5) Reset Button / Change Light Button

INSERTING THE BATTERIES:

Tank:



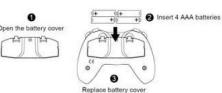
REMOTE CONTROL COMPONENTS:



- (1) Power switch

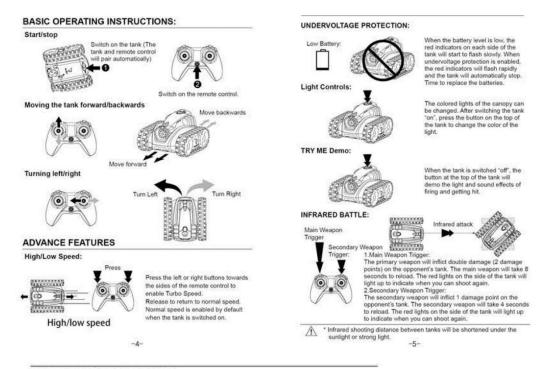
- (1) Power switch
 (2) Left Joystick (Forward/Backward)
 (3) Right Joystick (Turn Right/Left)
 (4) Accelerator Button (Press and hold for turbo speed)
 (5) Main Weapon Trigger (inflicts two damage points on opponent)
 (6) Secondary Weapon Trigger (inflicts one damage point on opponent)

Remote-Control:





- * When installing the batteries, ensure to observe the correct battery polarity as pictured inside the battery compartments.
 * Do not mix old and new batteries or different types of batteries.
 * Do not use rechargeable batteries.



LIGHT & SOUND EFFECTS:

- 1. The firing tank will recoil when firing the weapon.
- 2. The tank being hit will jolt appr. 30° and light up in flame colors for appr. 3 seconds. The tank being hit will be disabled for appr. 2 seconds after a hit and cannot be moved.
- 3.After receiving a hit, the colored lights in the canopy of the tank will start blinking. The canopy lights will blink faster the more damage is received.
- 4.After receiving 5 damage points, the canopy will stop blinking and tank will be disabled
- 5.To reset the tank for the next battle, press and hold the reset button at the top of the tank for 2 seconds. (RESET BOTH TANKS AT THE BEGINNING OF EACH BATTLE)

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's 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.

"This device complies with FCC radiation exposure limits set forth for general population (uncontrolled exposure). This device must not be collocated or operating in conjunction with any other antenna or transmitter."

RED

RF frequency band: 2408-2472MHz

Transmitter power: 6.04dBm (Max.)

Sold to EU country

product name: [BATTLE MODE]

model number: [TG1004T]
Brand name: SYMA
Contact person: Ivan
Tel:+86-0754-86381701

Hereby, [GUANGDONG SYMA MODEL AIRCRAFT INDUSTRIAL CO., LTD], declares that this [Drone] is in compliance with the essential requirements and other relevant provisions of Directive 2014/53/EU.

The full test of the EU declaration of conformity is available at the following internet address:

www.symatoys.com

SIMPLIFIED EU DECLARATION OF CONFORMITY