

MAX. FIRING RANGE OF MOTOR AIR GUN APPR. **25M** (WITH HOP-UP SYSTEM)

# RC BATTLE TANK

## M 1 A 2

AUTOMATIC ELE TRIC GUN SYSTEM INSTALLED. PERFECT ACTIONS RADIO CONTROLLED BATTLE TANK.

OPERATING INSTRUCTIONS

● PLEASE READ THROUGH THIS MANUAL BEFORE USE.



3 FREQUENCY  
9 BAND FOR CHANGE  
EQUIPPED WITH HIGH  
GRIPPING CATERPILLAR

MAX. FIRING RANGE OF MOTOR AIR GUN  
APPR. **25M** (WITH HOP-UP SYSTEM)

Over 1 tank can run at the same time



## Introduction of RC Battle Tank M1A2

Today, while modern war depends more and more on information and high-tech electronic equipment and electronic weapons, tanks still play a key role in ground wars. Well known for strong driving power and mass destructive gun, they are ideal weapon for military fans around the world. During the past decades thousands of simulated tanks have been developed and been favored by generations of people worldwide. Technology is gradually developed, starting from the first wood-made mold to motorized one then to wire-controlled one. Finally here come the wireless controlled molds. Now it is time for us to seek another breakthrough in the history of tank molds.

As a result of our research work, a whole new model, RC battle tank M1A2 (1/24 scale) with vivid look, has made its debut on the market. Compared with the former models of 1/35 and 1/60 scales, it is much larger (41cm long) and simulates more details of a real tank. Besides, the commonly accepted scale of 1/24 makes it more real and outstanding if displayed together with other models of the same size.

The second sales point is its excellent maneuvering performance. As the latest modern tank, it has high agility and exceeds the limits of moves of traditional remote controlled cars. Except normal moves, such as forward run, backward run, left turn, and right turn, it can perform spin stunt and super spin stunt with caterpillars, which are unique and characteristic moves of a tank. There are also two speeds available, high speed and low speed, when it runs forward.

The third sales point is that its turret can turn sideways and the gun can move up and down, imitating actual aiming acts of a tank. The powerful motor air gun (with hop-up system) can shoot BB bullets as far as 25m. What's more, the bullets can be loaded automatically, just like a real tank.

There is a red indicator for BB bullet shooting near the direct aiming hole on the battle tank. It will light up before shooting, warning people of the shooting and making the tank more like a real hunter.

"Run forward! Aim! Shoot!" All these acts of a real battle tank can be performed by this simulated tank.

The color and pattern on the body of the model also perfectly resemble a real tank. The camouflage coating on the tank makes running and shooting more interesting. There is also a tank operator, a passenger, and machine gun designed to make the game more attractive.

The handy-type controller is easy for use. Only one hand is enough when controlling basic moves of the tank. And you can also use it to control many complicated moves. For example, the tank runs and turns and shoots at the same time. The tank is powered by rechargeable battery, while the controller uses one 006P/9V battery. If fully powered, the tank is run continuously for 60 minutes. Moreover, there are 3 channels available for more than 1 tank to run at the same time without interference.

"Creativity, Technology, Quality" These are the 3 slogans of our company for the new century, which are embodied in our 1/24 RC battle tank series. In the future, we will try our best to offer you more quality products.

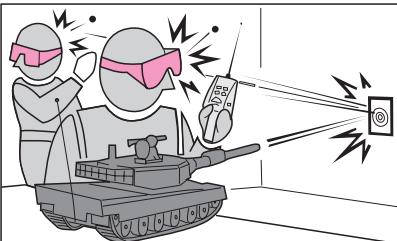


## Cautions:(Operating Instructions)Please read through this manual before use.

This RC (remote controlled) battle tank is not a toy but a tank model controlled with radio signals. It's motor air gun and plastic BB bullets are very powerful with a shooting range of 20 to 30m. Please use carefully to avoid hurts. Please read through the following cautions before use.

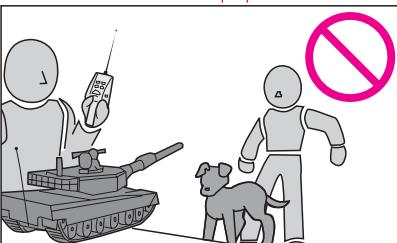
This tank has a built-in motor air gun. Use carefully to avoid hurts by accidental shooting or misuse! !

### Please have goggles on.



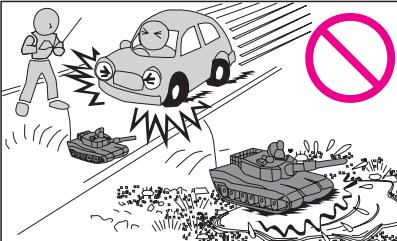
All people in the spot should have goggles on when shooting. Please note that the bullet may rebound when it hits something hard. (Make sure no passerby will be hurt.)

Caution: Do not shoot at people or animals.



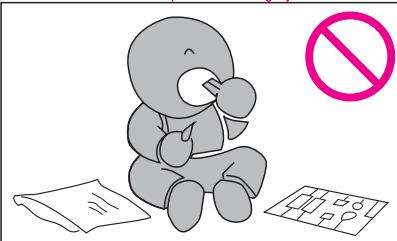
Do not aim the gun at or shoot at people or animals. Otherwise, you may possibly be punished for bodily injury.

Caution: Do not play the tank on the roads.



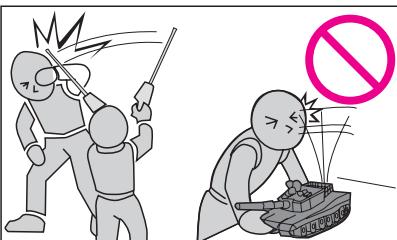
Do not play on the roads to avoid traffic accidents. Besides, do not play on water pit, sands, or carpet to avoid malfunction of the tank.

Caution: Prevent part swallowing by little children.



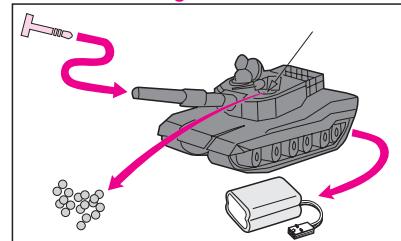
Do not give small parts or the plastic bag to little children to avoid accidental swallowing.

Caution: Do not wave the antenna about or get the face too close to it.



The end of the antenna is dangerous to the eyes. Do not wave the antenna around or get the face too close to it. Besides, if the antenna breaks, the sharp end may be extremely dangerous, please refer to the after-sales service center for (charged) replacement.

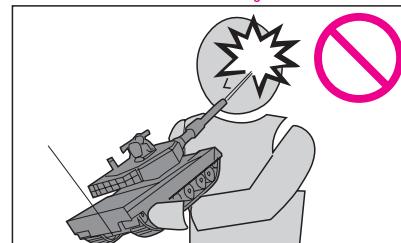
### Set the shooting switch to OFF after use.



Set the main switch to OFF after playing.

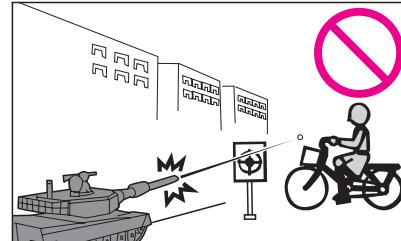
- ① Set the shooting switch to OFF.
- ② Insert the protective cap into the gun muzzle.
- ③ Remove the BB bullets. (Turn the tank upside down and pour out the BB bullets.)
- ④ Remove the batteries. (Otherwise, the batteries may discharge by themselves and cause leakage.)

Caution: Never look into the gun muzzle.



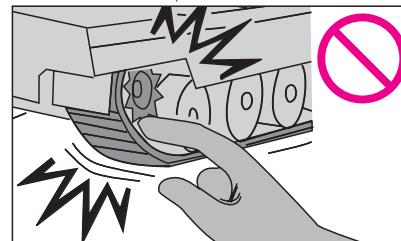
To protect your eyes, never try to look into the gun muzzle, whether there is bullet inside or not. Please also note that accidental shooting may be triggered when the radio signal is poor.

Caution: Never shoot in a place where there are people or cars passing by.



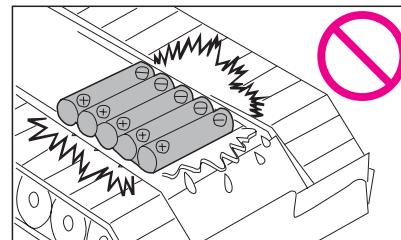
If there are other people or cars passing by, shooting may cause danger to them. Do not shoot in such places.

Caution: Do not put hands into the wheels or the caterpillars.



Do not put the hands into the wheels or the caterpillars to avoid hurts. Do not touch the wheels or the caterpillars when holding the tank to avoid hurts by misoperation.

Caution: Make sure the batteries are correctly installed to avoid burn hurt.



Alkaline batteries should be used carefully. Never make incorrect +/- installation. Otherwise, the battery may break and cause leakage, causing danger of burn hurt.

Caution: The company will not be responsible for any hurt or accident caused by user's misuse, alteration or disassembly of the product. And we will not repair products that have been altered or disassembled by the user.

Do not point the gun muzzle at fragile or other easily breakable articles, such as glass, lamp, electric appliance, tableware, or furniture.

Bullets other than the specified BB bullets may easily cause blockage. Do not put any other bullets or other articles into the bullet hatch or the gun muzzle.

Keep the manual properly. If it is lost, please contact us for a mail order.

Never try to disassemble or alter the product to avoid malfunction or danger.

Because malfunction may be caused when the tank or the remote controller is immersed in the water or gets wetted, stop using immediately and remove all batteries and contact our after-sales service center.

Do not expose the tank or the remote controller to strong sunlight. Otherwise, they may be deformed or cannot function correctly.

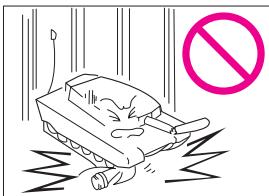
# RC Battle Tank LEOPARD II A5 Operating Instructions



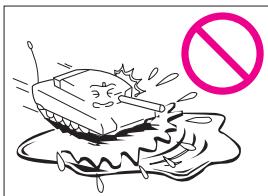
Hurts or malfunctions may be caused if the cautions are neglected. Please abide by all requirements.

**⚠ Caution:** This battle tank is for indoor use only! Please avoid the following misuses.

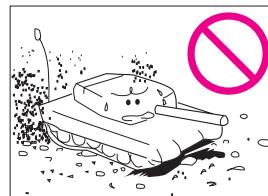
This tank is a precisely-made product and should be used with care. Avoid bumping or dust or sand or stone entering the body or the wheels. (The same requirements for the remote controller) (Otherwise, all related expenditure would be born by the user!)



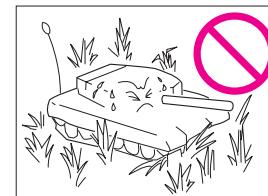
Violent shocks caused by fall or bump may lead to malfunction.



Do not play the tank in a place where it could easily get wetted. (The remote controller should also be kept dry.)



Do not play the tank on sands or other uneven surfaces or in a place with too much dust.



Do not play the tank on lawn or other places that may cause excessive resistance.



Do not put articles other than the specified BB bullets into the bullet hatch.

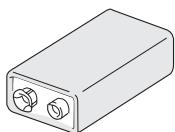
## ■ Installing tools

**⚠ Caution**

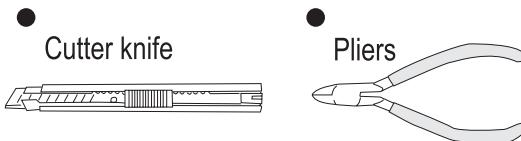
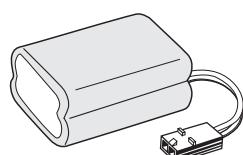
Keep yourself safe when using tools.

## ■ Articles to be purchased (batteries)

● 006P(9V)Alkaline battery  
(for controller)  
6LR61



● Rechargeable battery



**⚠ Please wear goggles to ensure safe play.**



**⚠ Battery-related caution**



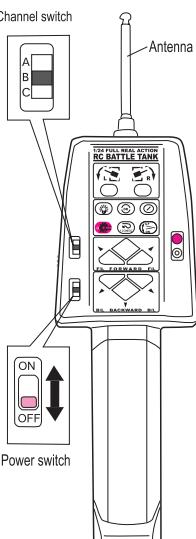
Do not use broken batteries to avoid short circuit.

Set content

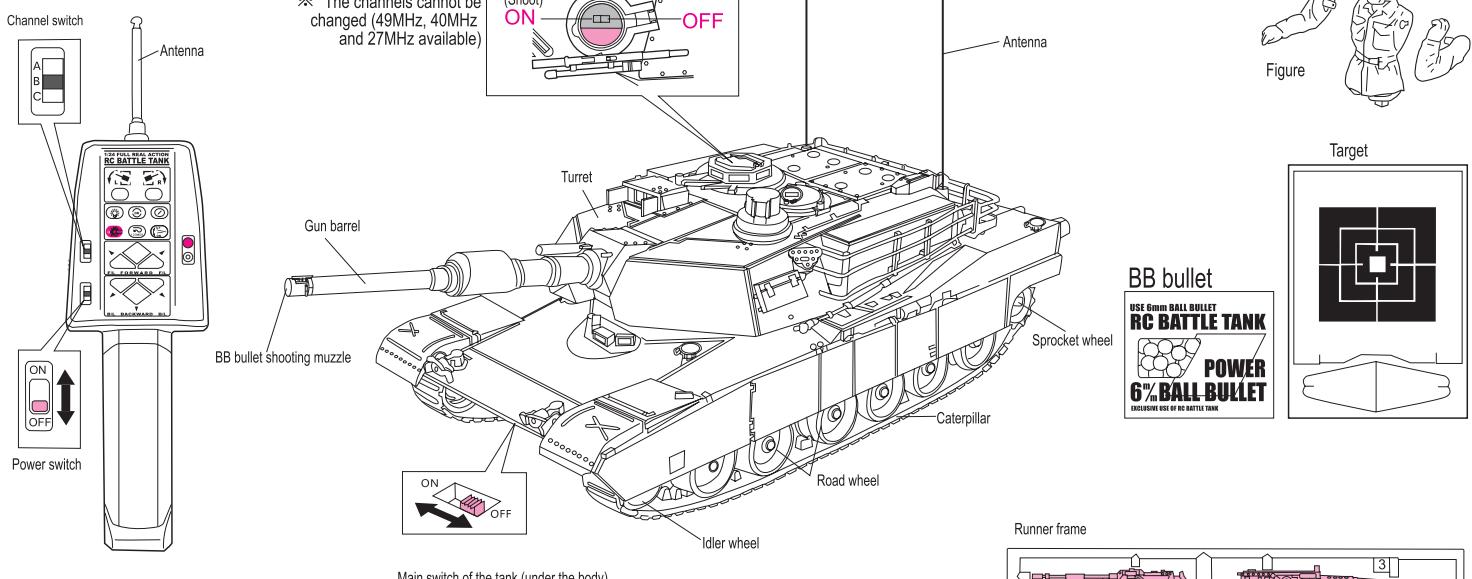
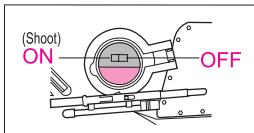
**⚠ Caution:**

Check to make sure the tank functions correctly before installation of the accessories. (See P3, P4, P5, P6, P7)

Remote controller



\* The channels cannot be changed (49MHz, 40MHz and 27MHz available)



The seals and the figure are packed in the box.



(Make sure the cap is always set on the muzzle except when shooting.)

Check to make sure the tank functions correctly before installation of the accessories.

If you find the tank cannot function properly, please contact our after-sales service center or the shop that sold it to you.

**Caution:** It may be difficult for us to replace for the user a tank that has already been installed with the accessories. Only repair service will be available for such request.

#### Warning

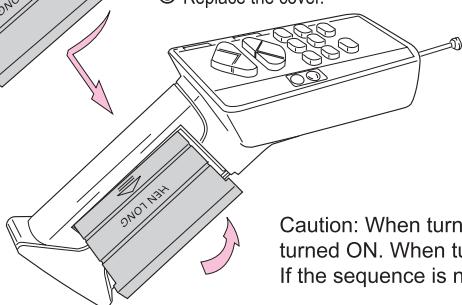
If the connection is made the opposite, battery leakage or device malfunction may be caused.

## 1 BATTERY (CONTROLLER)

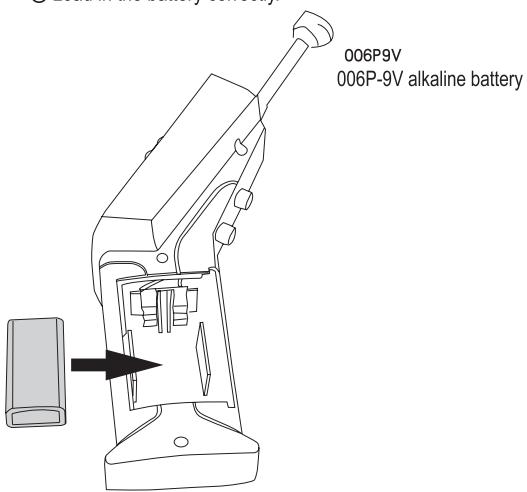
① Press down the PUSH on the battery cover and remove it at the same time. (Make sure the switch is on OFF position.)



③ Replace the cover.



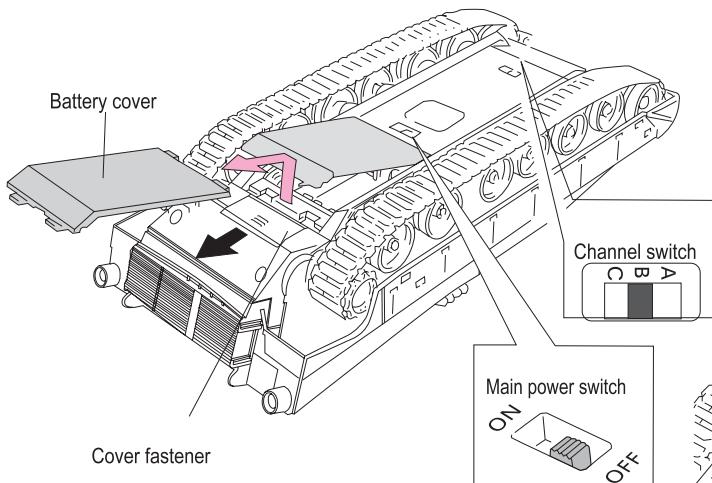
② Load in the battery correctly.



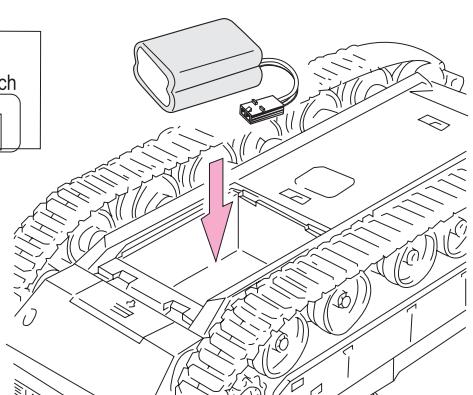
**Caution:** When turning on power, the remote controller should be first turned ON. When turning off power, the tank should be first turned OFF. If the sequence is not followed, the tank may suddenly rush forward.

## 2 BATTERY (TANK)

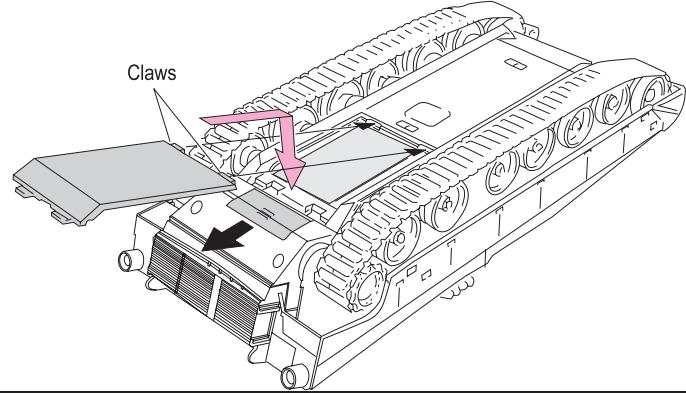
Pull the cover fastener under the body and remove the battery cover.



② Load in the battery



③ Pull the cover fastener and insert the claws properly to replace the cover



#### ⚠ Warnings

① Make sure the hands will not be hurt by the terminals of the 006P battery.

② Do not mix the use of alkaline and manganese batteries to avoid leakage and burn hurt.

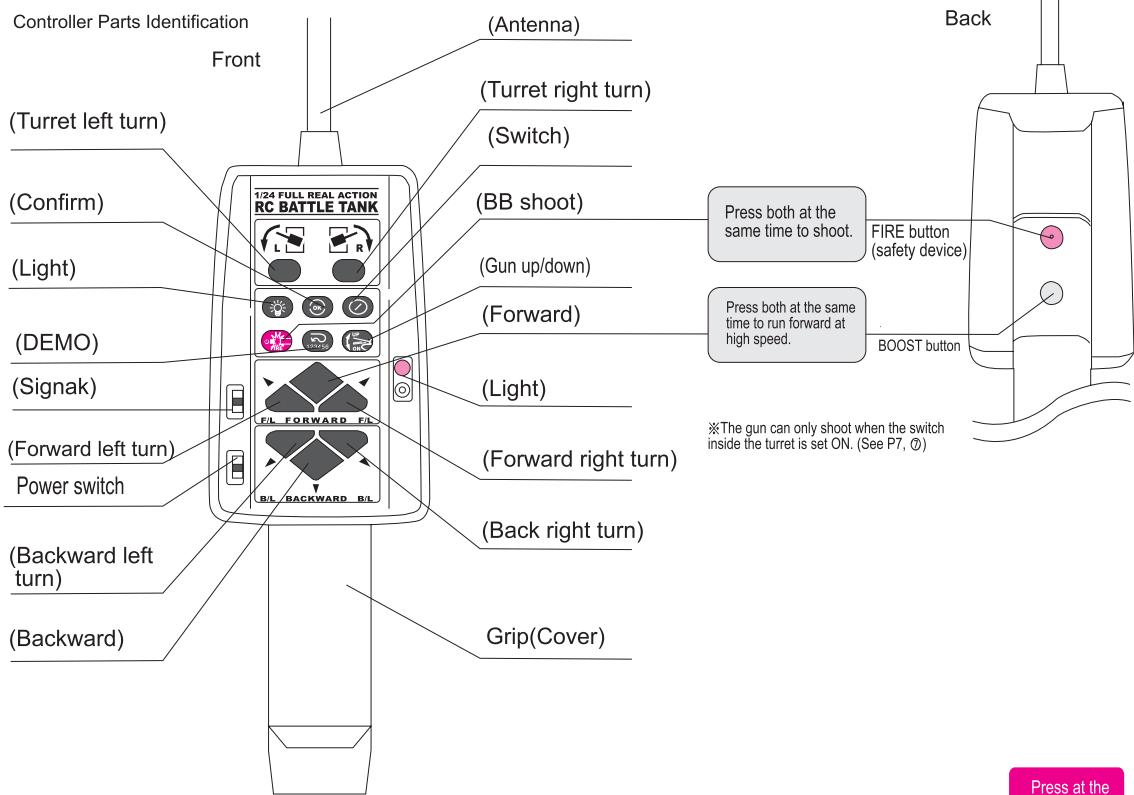
## ⚠ Cautions:

- When turning on power, the remote controller should be first turned ON. When turning off power, the tank should be first turned OFF. Otherwise, the tank may not function normally and may suddenly rush forward.
- If the remote controller is too close to the tank or its antenna touches other articles, the tank may not be properly controlled.
- If the tank is used indoors, controlling range of radio signals may be shortened.
- If the tank is within 1m away from the controller, please shorten the antenna.
- Do not try to force running parts, such as wheels, caterpillar or turret or gun to a sudden stop. The BOOST button functions only when the tank is running forward or backward. (It does not function when the tank is turning.)
- If the gun hits something when moving, it may become bended and unable to shoot.

## 3 HOW TO CONTROL RUNNING

- First turn on the remote controller then the tank when turning on power.  
(Sequence for turning off power is the opposite.)

Controller Parts Identification



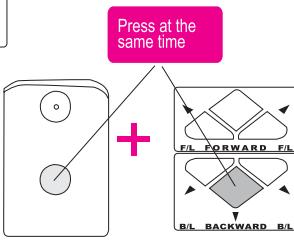
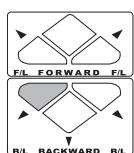
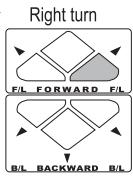
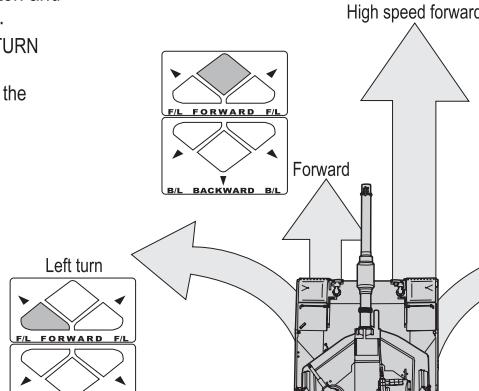
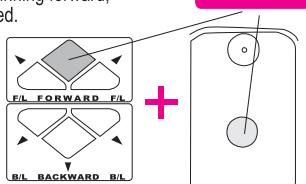
- To turn left or right while running forward or backward

Swiftly release the finger on the FORWARD or BACKWARD button and press the relevant TURN button.

※ The tank may not turn when the TURN button and either of FORWARD and BACKWARD buttons are pressed at the same time.

※ Only when the tank is running forward, can the speed be boosted.

Press at the same time



Press the BOOST and the BACKWARD buttons.

## 4 (HOW TO OPERATE)

1.

When  is pressed once in normal operation state, the  turn red and the  and the  on the tank start to flash continuously, indicating a programming state. The player can now use function keys in a desired sequence to program moves of the tank. After the programming, press  to set the program, and the tank can then move according to the program. If  is pressed when the tank is performing programmed moves, the tank will stop all moves and the program is stored. At this time, if the player press  once again, the tank will repeat the program that has just been edited, while use of other function keys will initiate a new programming to overwrite the existing program. The player can use  to switch the tank back to normal state. The  will turn yellow accordingly and the  and the  on the tank will both flash once.

One pressing	[ Forward ]	[ Backward ]	[ Forward left turn ]	[ Forward right turn ]	[ Backward left turn ]	[ Backward right turn ]	[ Turret left spin ]	[ Turret right spin ]	[ Turret aim ]	[ Turret shoot ]
Time	1s	1s	0.25s	0.25s	0.25s	0.25s	0.25s	0.25s	0.25s	

There are six DEMO programs preset in the toy available for use by the player. To use the preset programs, the player can press down  and one corresponding key of the 6 direction keys at the same time.

In normal state, pressing  and one of the six direction keys at the same time will switch the tank to DEMO state and to perform the preset program. The tank will return to normal state after finishing all moves in the program. But the player can also use  to terminate the program and switch the tank back to normal state.

( The 6 DEMO programs are as follows: )

No. 1	[ DEMO ] + [ Forward ]	No. 4	[ DEMO ] + [ Backward ]
No. 2	[ DEMO ] + [ Forward left turn ]	No. 5	[ DEMO ] + [ Backward left turn ]
No. 3	[ DEMO ] + [ Forward right turn ]	No. 6	[ DEMO ] + [ Backward right turn ]

3.

The remote controller and the tank both have a . The player can shift the switch to choose a proper channel between 3 channels, 0, 1, and 2. Once the channel is set on the tank, the tank can only accept control signals sent from a remote controller whose channel is also set to the same. (For example, if the  on the tank is set to 1, the  on the remote controller should also be set to 1. Otherwise, the player will not be able to control the tank.) This special function makes it possible for some tanks to play on the same ground at the same time.

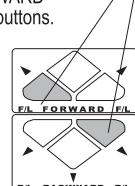
### (Cautions)

- Fast flash and slow flash: If both the  and the  flash slowly (about 2Hz), it means that tank lacks power and the batteries need to be replaced.  
If they flash fast, it means that the tank has entered programming state.
- The remote controller is powered by one PV laminated cell.
- The tank is powered by one group of 9.6V rechargeable batteries.

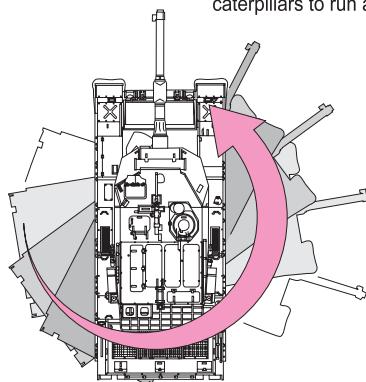
## 5 HOW TO CONTROL SUPER SPINS

What is "Super Spin"? A kind of spin of the tank performed by controlling the two caterpillars to run at the opposite directions.

Super Left Spin  
Press the LEFT TURN and the BACKWARD RIGHT TURN buttons.



Press at the same time



Press at the same time

Super Right Spin  
Press the RIGHT TURN and the BACKWARD LEFT TURN buttons.



## ⚠ Warning

When control is interfered by other radio waves or the control signals are not strong enough, the tank may not act correctly and may shoot accidentally. Immediately stop tank running and shooting in such circumstances. (Remember to turn off the switch inside the turret and put the protective cap onto the gun muzzle.)

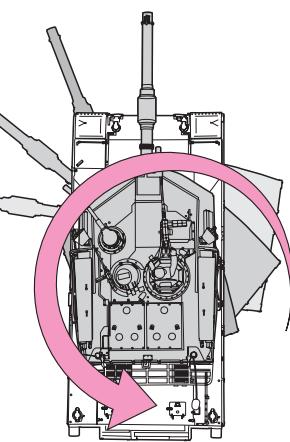
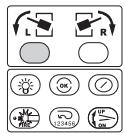
## ⚠ Caution

Whenever the turret turns to its limit at the back of the tank, the clutch functions and prevents further turning of the turret. It's normal phenomenon. Do not try to force the turret to turn any further to avoid damage.

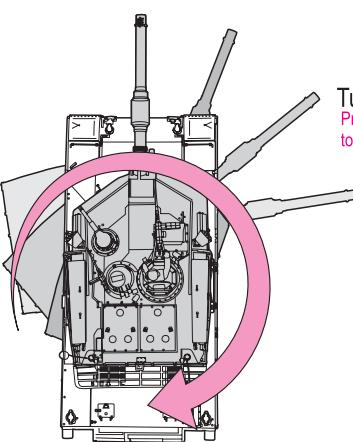
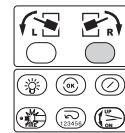
## 6 HOW TO CONTROL TURRET

First turn on the remote controller then turn on the tank when turning on power. Sequence for turning off power is the opposite.

Turret Left Turn  
Press the button for turret to turn left.

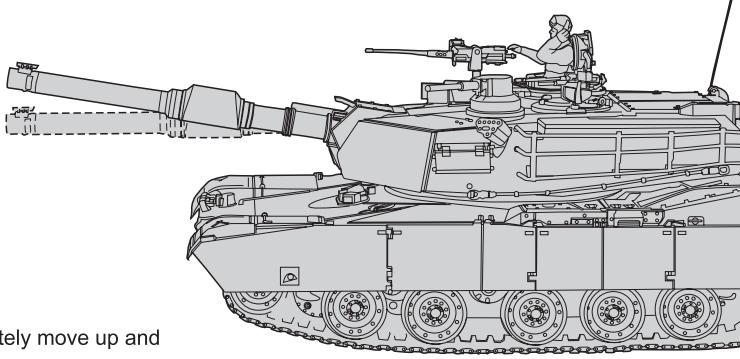
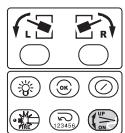


Turret Right Turn  
Press the button for turret to turn right.



※ The clutch functions whenever the turret reaches this limit and it cannot turn any further.

Gun Up/Down



Press the GUN UP/DOWN button.

※ The gun can continuously and alternately move up and down when the button is kept pressed.

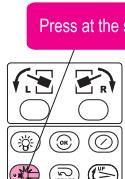
## ⚠ Caution

To prepare for shooting, load in BB bullets as shown in 7P⑦, turn on the shooting switch and remove the protective cap.

● Shooting with protective cap on the gun muzzle may cause damages to the inner mechanism.



To shoot, press the BB SHOOT button and the FIRE button at the same time.

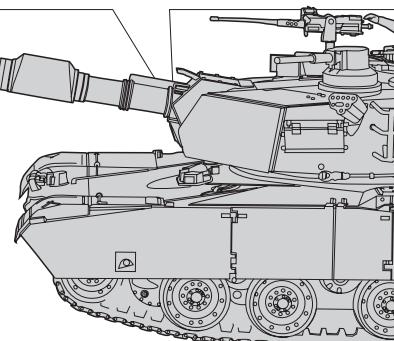
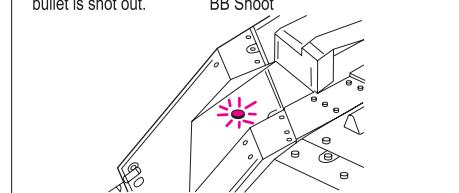


## ⚠ Caution

The gun cannot shoot when the main switch and the shooting switch inside the turret are set to OFF.

※ The BB shooting indicator will light up right before the bullet is shot out.

BB Shoot



※ Shooting continues when the buttons are kept pressed.

Suggestion: Operations can be combined to simulate actual tank moves.

Examples

Run + Turret Turn + Gun Up/Down = The tank runs with turret turning and gun moving up and down

Run + Turret Turn + BB Shoot = The tank runs with turret turning and gun shooting BB bullets.

Turn + Turret Turn + BB Shoot = The tank turns with turret turning and gun shooting BB bullets.

※ You can think out other new combinations.

## ⚠ Caution

Combinations consume more battery power.

## ⚠ Caution

- Once shot out, the BB bullet becomes dirty and not suitable for reuse.



If BB bullets with dirt or tiny sand on are used in the gun, the gun barrel may easily be blocked and the inner mechanism may be damaged.

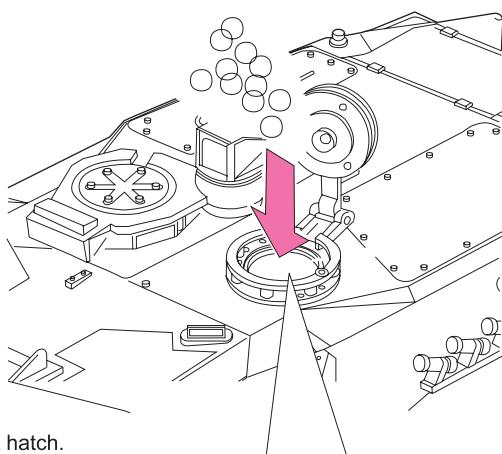
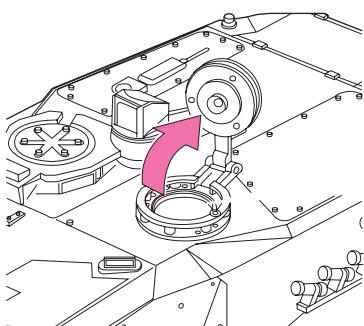
Improper loading of bullets may lead to malfunction.

If the bullets used weigh over 0.2g, they won't be shot far enough.

If dirt or dust gets into the bullet hatch, the rolling of the bullets may be disturbed, making shooting difficult or even impossible. In such circumstances, turn the tank up side down for the bullet hatch to face down and slightly shake for the dirt or dust to fall out. If necessary, you can also remove the cover of the turret and blow into the gap to clean up the dirt before loading in bullets.

## 7 HOW TO LOAD BB BULLETS

- Open the bullet hatch and put in about 40 BB bullets.



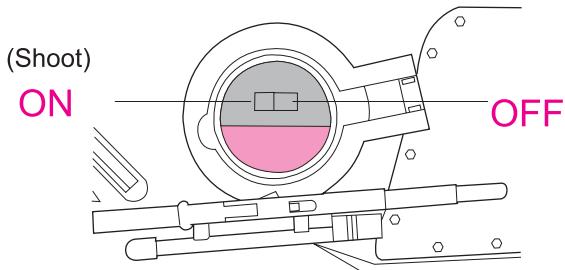
- Close the bullet hatch.

Use of the following bad bullets may lead to internal damages.



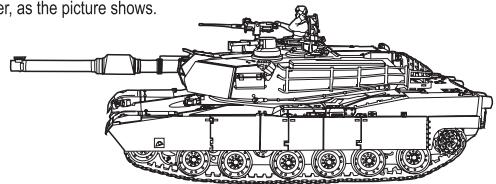
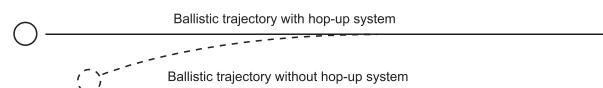
- Set the shooting switch to ON.

The shooting switch (safety device) is normally kept OFF. Only for shooting can it be set ON



### \*briefing of hop-up system

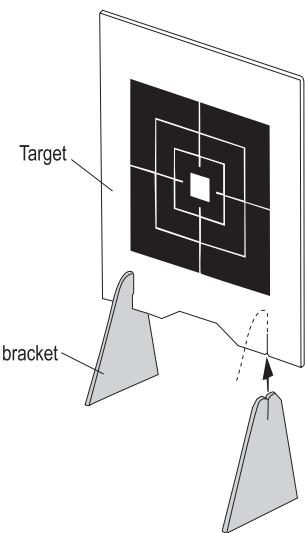
Flying distance becomes much longer, as the picture shows.



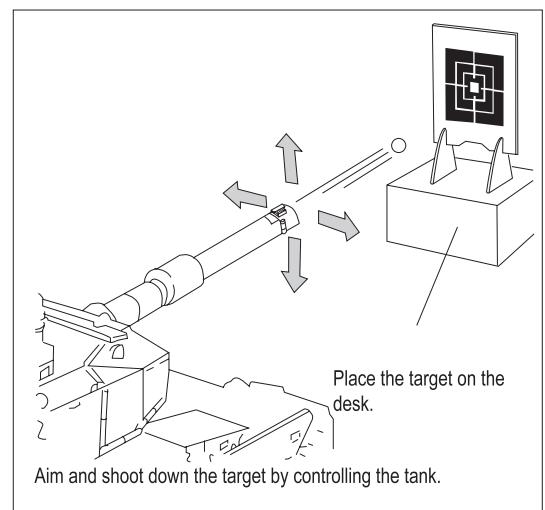
The RC tank is equipped with hop-up system. Influenced by the system, the shot out BB bullet will forcefully spin back while running forward at high speed, generating climbing power to go further ahead.

## 8 HOW TO SET UP TARGET

- Enjoy shooting using the attached target.



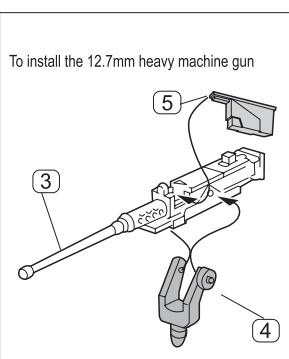
**Caution**  
No screws needed for the setup.



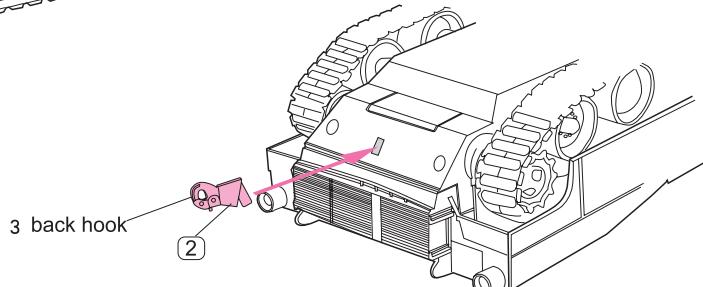
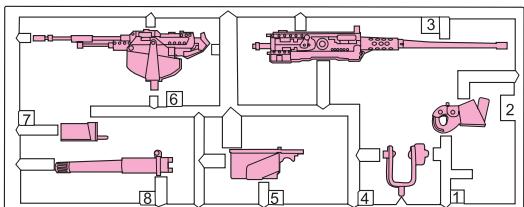
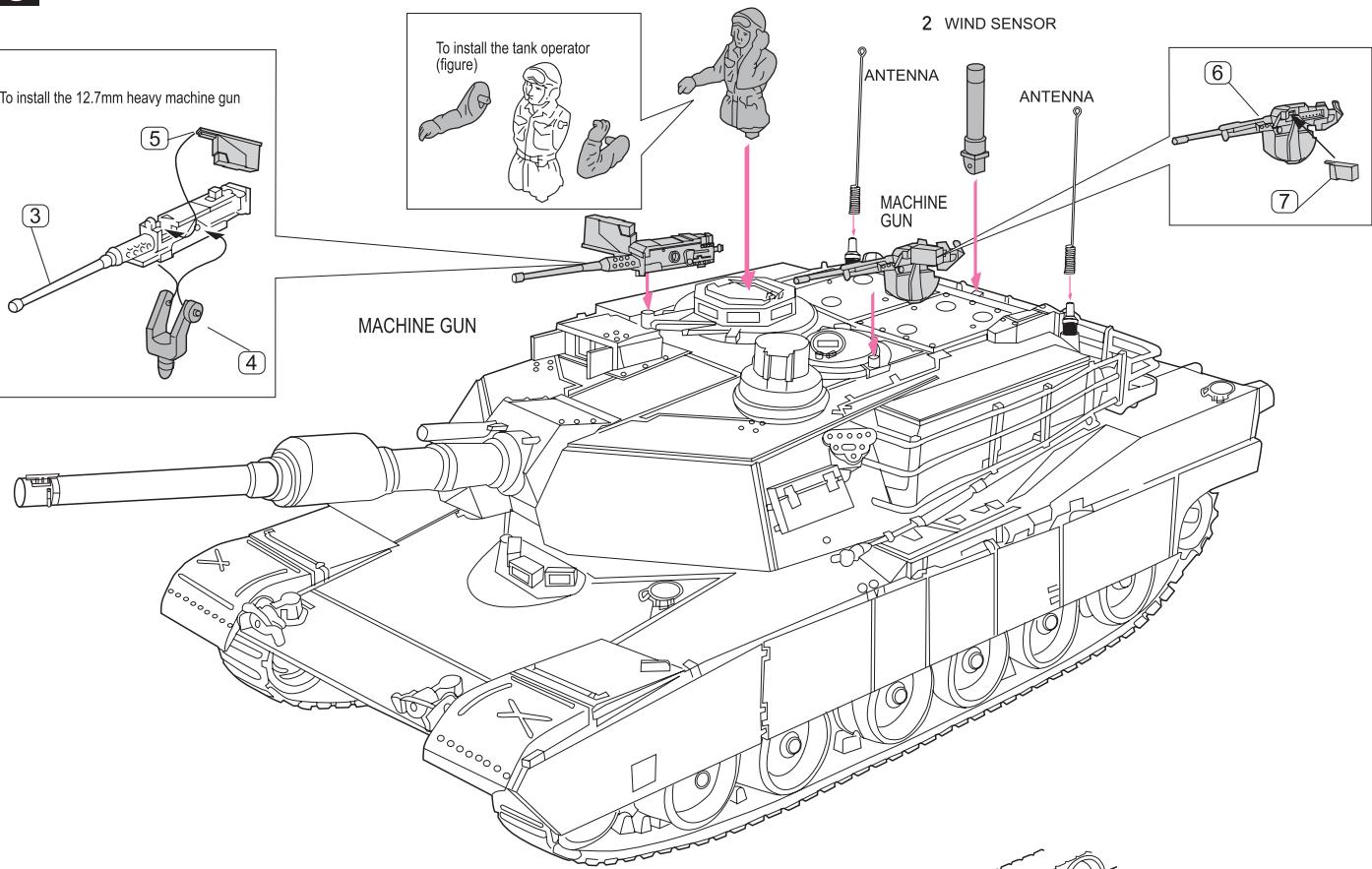
**Points:** Aim at the bull's eye from the back of the tank before shooting. Fire during the aiming moves of the gun to shot down the target.

- Firmly insert the target to the holding gaps on the supports.

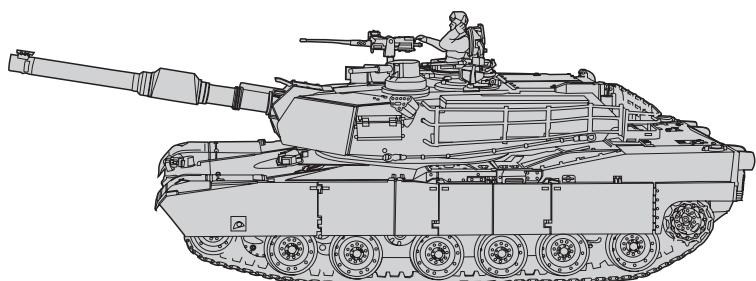
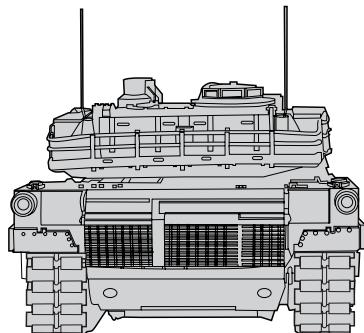
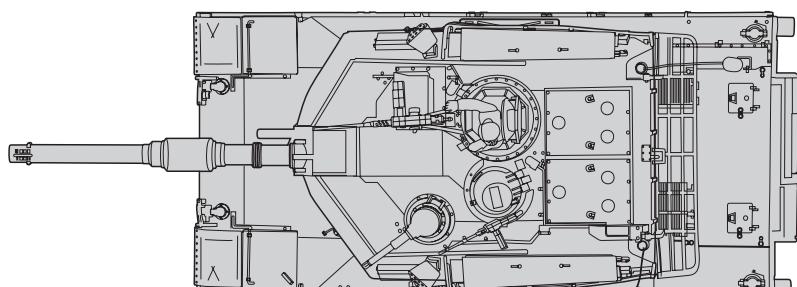
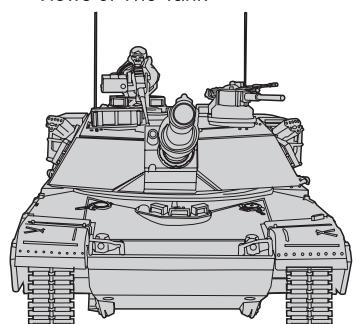
## 8 HOW TO INSTALL ACCESSORIES



2 WIND SENSOR



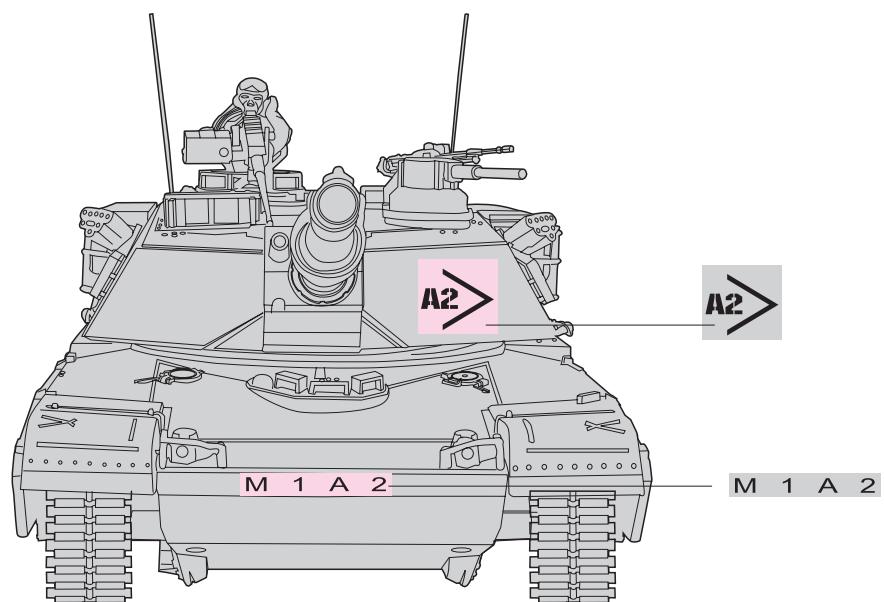
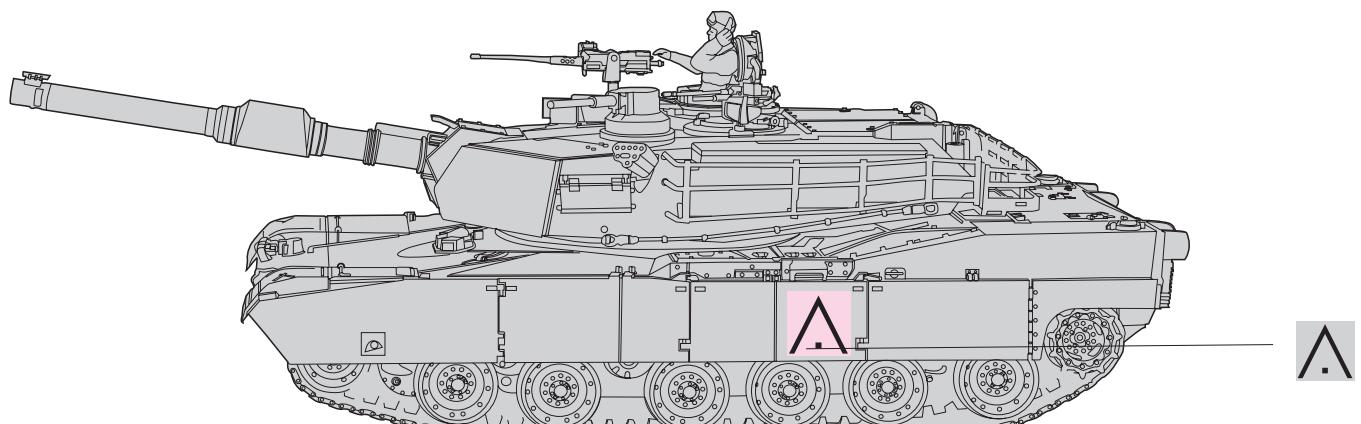
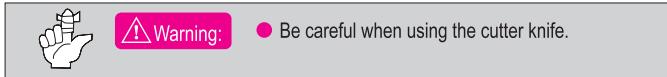
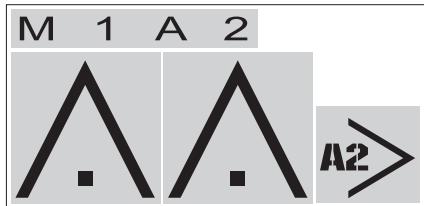
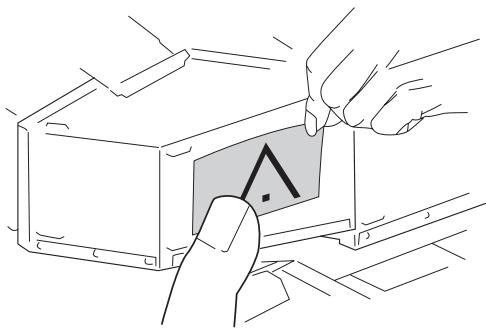
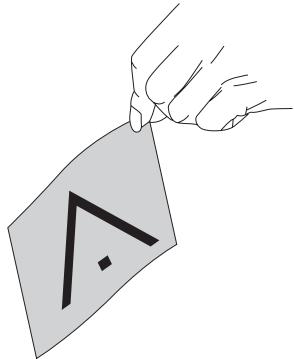
Views of The Tank



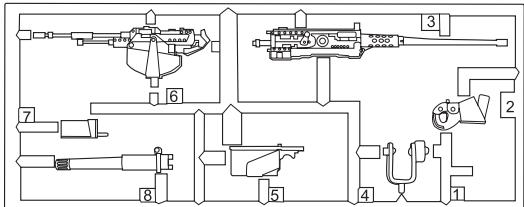
## 10 HOW TO STICK MARK SEALS

① Take the proper seal with a pair of forceps.

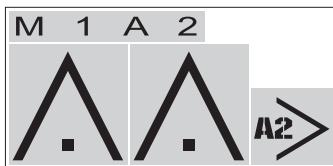
② Press from one side to the other to expel air.



● Runner frame



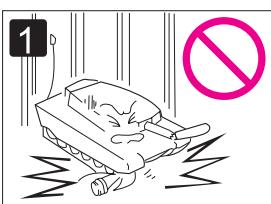
● Seals



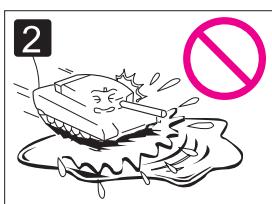
● Figure



Note: Repair services to damages caused by the following reasons are to be charged, whether within the term of quality guarantee or not.



Accidental fall or strong bump, which leads to tank or controller damages.



The tank (or the remote controller) is wetted when running in a wet place, which leads to malfunctions or breaks.



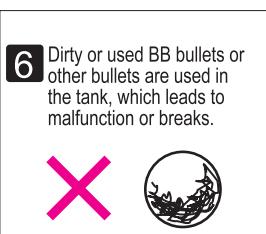
The tank runs in a place with too much sand, mud, dirt, or on an even surface, which leads to malfunctions or breaks.



The tank runs on carpet, lawn or other places with excessive resistance, which leads to malfunctions or breaks.



Articles other than the specified BB bullets are put into the bullet hatch, which leads to inner blockage.



BB bullets that have been used may get dirt on them and cannot be reused to avoid damages to the tank.

- 7 Dirty or used BB bullets or other bullets are used in the tank, which leads to malfunction or breaks.
- 8 Malfunctions due to misuses (reverse battery connection, wetted parts, or bumps).
- 9 Malfunctions due to improper assembly or restructuring or use of unspecified parts.
- 10 Malfunctions caused during moving or by falls or by poor storage condition.
- 11 Malfunctions caused by use of unspecified batteries. Chassis or motor damages caused by running over places with excessive resistance.
- 12 Other malfunctions or breaks not within the range of our quality guarantee.

#### FCC warning statement

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.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this 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.

The manufacturer does not offer repair services for commodities restructured or disassembled by the user