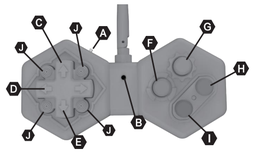
168mm

120mm

Equipment List



A Start switch
B LED indicator
C Forward
D Turn the head
E Backward
F Launch missile
G Automatic presentation
H Raise bracket
I Lower bracket
J Rotation alert

Robot Gameplay

Combat Mode

Shooting skills need to be improved through practice.
To hit the opponent's sight, you can start by aiming at the sticker. When playing against a master, the novice can compensate for the difference in attack ability by practicing stickers.

Combat Life

Each time it hits the sight, the robot shudders and an LED indicator goes off to indicate that it has been hit. After being hit three times, it will automatically shut down and exit the battle with failure.
To rejoin the combat, you need to restart the battle robot.

Power saving mode: If it is not operated within 5 minutes, it will automatically shut down.

Precise aiming

The D button on the remote control is used to adjust the horizontal launching direction of the missile, and the I and H buttons are used to adjust the elevation angle of the vertical launching of the missile. The launching direction and elevation angle of the missile can be slightly adjusted by gently pressing the D, I and H buttons.

Specifications

Product name: ONEMARS hexapod battle robot Model: OMSLR24AIQI
Material: ABS, PC Ages: 5 and up
Input voltage: 4.8V Input current:3A
Wireless connectivity: 2.4GHz
Storage temperature: -20℃ ~ 45℃ (-4℉ ~ 113℉)
Operating temperature: -10℃ ~ 45℃ (14℉ ~ 113℉)

Missile launch

Farthest attack distance

Press and hold the remote control F button, the missile will continuously launch until it is completely used up. The missile will shoot at a greater distance. For a single launch of a missile, you need to master the skills and timing. Press the F button and the motor starts to run, driving the weapon system to complete a series of related launch actions. The striker impinges the missile into the front-end turbine, which then spins the missile out. The key to shooting the missile farthest is to seize the opportunity. Press and hold the F button, and release it until you hear a click of the striker. In this way, the motor will reach the maximum speed, and the striker can be quickly retracted after being extended. In the case that the button pressing time is too short, the motor does not reach the maximum speed, and the missile does not shoot too far. In the case that the button pressing time is too long, the striker has entered the second launching round, and the next time the launch is made, the motor will not reach the maximum speed when the striker pushes the missile toward the turbine, and the missile will not shoot too far. In extreme cases, the striker starts to push out the missile just as the motor is grinding to a halt, which can cause stuck missile. As for the solution of stuck missile (see the manual), after a lot of practice, you can learn to catch the sound made by the striker and master the best launch time.

How to avoid stuck missile

First, please refer to the detailed instructions in the manual to properly fill the missile. Second, master the timing of the launch. The correct filling of the missile and the good timing can minimize the occurrence of stuck missile.

What to do after stuck missile

After pressing the F button, the missile launcher does not respond (no running sound), it may be stuck missile: Press the I button to fully lower the launcher bracket, remove the missile launcher, remove all the missiles, and repeat the loading procedure.

Precautions

- Electronic components must not be removed. When not using the product for a long time, remove the battery from the battery case.
- Do not place this product near heat sources, sources of ignition, and locations where the temperature is above 60℃.
- Do not short-circuit this product.
- Do not subject this product to severe impact.
- Do not expose to the sun. Wipe with a wet cloth to keep clean and dry.
- Periodically inspect its wires, plugs, enclosures and other components for damage. When any damage is found, stop using it until it is completely repaired.
- The product contains smaller parts and is not suitable for children under 3 years of age.
- Keep away from crowd.
- Do not shoot people or animals.
- Do not use near the ear.
- Use only the product's original projectiles.
- Do not point your face at the projectile launch port at any time.
- Laser radiation, do not look directly at the beam.
- Please keep this manual for future reference.

Troubleshooting

Fault	Cause	Solution
Cannot fire bullets	The missile is stuck, and the launcher is not installed correctly	Refer to the manual for how to fill and launch. Remove and reinstall the missile launcher in place.
The robot cannot match the remote control	The battery is dead and needs to be rematched	Replace the battery. Refer to the manual to understand how to match.
Armor doesn't bounce off after being hit	Armor is not installed correctly	Refer to the manual to find out how to properly install the armor.
The attack center is not working properly	Not in combat mode	Turn the switch to "ON"
The robot's LED indicator flashes alternately red and green	Low battery	Replace the battery.

FCC Statement

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.
Attention that changes or modification 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 isnallation. This product generates, uses, and can radiate radio frequency energy and, if not installed and used in acordance with the instructions, may cause harmful interference to radio communications, However, there is no guarantee. that interference will not occur in a particular insallation. If this product 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 diferent from that to which the receiveris connected.
–Consult the dealer or an experienced radio/TV technician for help.
This equipment should be installed and operated with a minimum distance 20cm between the radiator and your body.

-WARNING: This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention."

FCC ID: 2ALJ6-OMSLR24AIQI
FCC ID: 2ALJ6-OMC01AIQI

⚠ WARNING:
CHOKING HAZARD - Small parts. Not for children under 3 years.

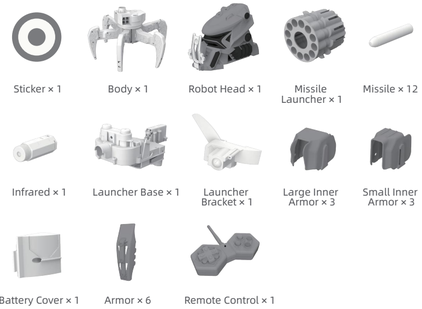
ONEMARS

HEXAPOD BATTLE ROBOT

ONEMARS Hexapod Battle Robot User Manual

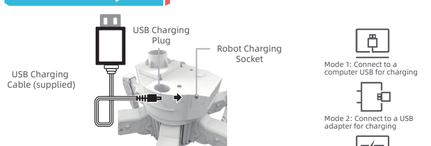
Read this manual carefully before use, and retain it for future reference

Equipment List



Sticker × 1
Body × 1
Robot Head × 1
Missile Launcher × 1
Missile × 12
Infrared × 1
Launcher Base × 1
Launcher Bracket × 1
Large Inner Armor × 3
Small Inner Armor × 3
Battery Cover × 1
Armor × 6
Remote Control × 1

Robot Battery Use



Mode 1: Connect to a computer USB for charging
Mode 2: Connect to a USB adapter for charging
Mode 3: Connect to a mobile power bank for charging

1. The LED light is always on when connected; 2. The LED light flashes slowly when charging; 3. The LED light is off when fully charged; (When the LED light flashes quickly, the charging fails. Please check the circuit and reoperate the charging procedure.)

Battery Installation

1. Use a cross screwdriver to loosen the battery cover
2. Open the battery cover from the right edge
3. Install the positive and negative signs to properly place the battery
4. Put back the battery cover and tighten the screws

Note: Give four 1.2V rechargeable batteries for free.

This product needs to be powered by four AA batteries; non-rechargeable batteries cannot be charged; the charging time of the rechargeable battery is about 3 hours; the rechargeable battery can only be charged under adult supervision; the rechargeable battery should be taken out of the product before charging; different types of batteries or old and new batteries should not be mixed; the power supply terminal must not be short-circuited; the battery should be placed in the correct polarity; and the used battery should be removed from the product.

Proper Installation of Remote Control

Use a cross screwdriver to loosen the battery cover, correctly insert two 1.5V AA non-rechargeable batteries (included) according to the positive and negative signs, put back the battery cover and tighten the screws.

Note: When the robot moves slowly and the remote control is not sensitive, it indicates that the batteries are low and need to be replaced.

Armor Installation

There are a total of 6 inner armors, including 3 small inner armors and 3 large inner armors. Large and small inner armors are installed in the horizontal section of the larger and smaller legs, respectively. There are a total of 6 outer armors installed in the vertical section of the legs.

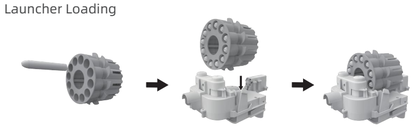
Press the armors into the slots to install them in place
The outer armors and inner armors are installed

Launcher Bracket/Launcher Installation

Launcher Bracket Installation

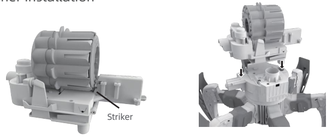
The launcher bracket is inserted down to the bottom at the notched portion of the top side. The top surface of the inserted launcher bracket should be aligned with the top surface.

Launcher Loading



Load the missiles into the cartridge as shown in the figure
Load the seat down into the launcher base
Complete

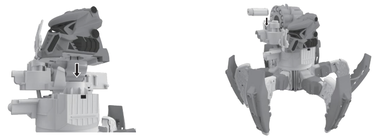
Launcher Installation



Place the launcher above the base

Please pay attention to the striker before filling the missiles: The launcher bracket should be in a fully lowered state. If it is not lowered, press the "I" button on the remote control to lower it (see the manual for details).
The striker at the bottom of the launcher's cartridge should be hidden. If the striker is extended, use the F button on the remote control to retract it.
Failure to retract the striker will affect the filling and launch of the missile. Do not use deformed or damaged missiles.
The launcher's launch port is oriented in the same direction as the attack center. Align the slots on the base and insert and mount the missile launcher in place.

Attack Center/Infrared Installation



Attack Center Installation

Proper installation will allow the hook at the bottom of the center to be properly connected to the sensor switch. When the attack center is not installed, the hook is loose. When installing, fasten the hook toward the front end of the attack center.

Infrared Installation

Align the bottom of the infrared ray with the launcher hook and fasten it downward.

Start the Robot/Remote Control

Robot start: Turn the robot's switch to "ON" to turn on the power
Remote control start: Turn the remote control's switch to "ON" to turn on the power

Robot and Remote Control Frequency Matching

Make sure that the batteries are installed in both the robot and the remote control and they are all activated. The match takes 2-3 seconds. The indicator on the remote control will continue to flash until the remote control indicator is off and the frequency match is complete. It can match up to 20 robots in the same field of battle, and more than 20 robots in the same field may cause signal interference.

After completing the frequency match, you can join the battle. If the robot does not respond to the remote control, turn off the power of the remote control and the robot, re-open the start switch to "ON", and re-match (steps are the same as above).
Follow the steps above to even match multiple robots to one remote control. Bring you an extraordinary experience of the robot army! Repeat the above steps to re-match the robot to the original remote control.

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