



AGES 6+

**CAUTION:**  
Do not aim at eyes or face. TO AVOID INJURY: Use only darts designed for this product. Do not modify dart or dart blaster.

HEAD

ON/OFF LED INDICATOR

BODY

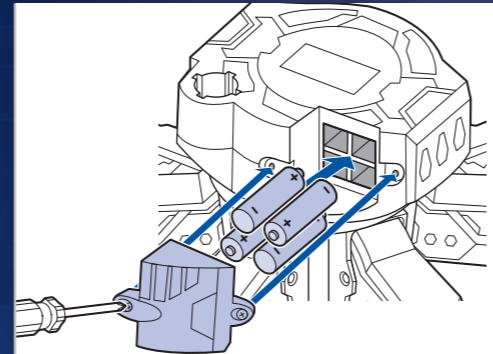
CONTROLLER

COMBAT CREATURES

TERRADRONE™  
2.4 GHz

### TO INSERT BATTERIES

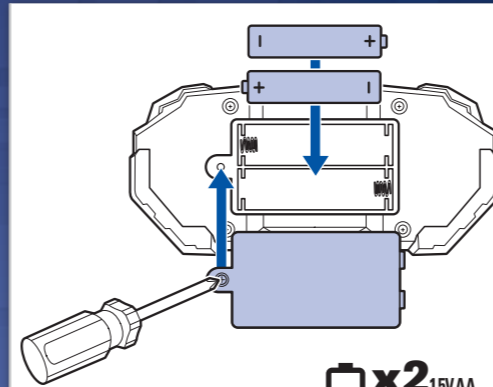
Creature



Use a Phillips/cross head screwdriver (not included).

**x4** 1.5V AA ALKALINE BATTERIES REQUIRED NOT INCLUDED

Controller



Use a Phillips/cross head screwdriver (not included).

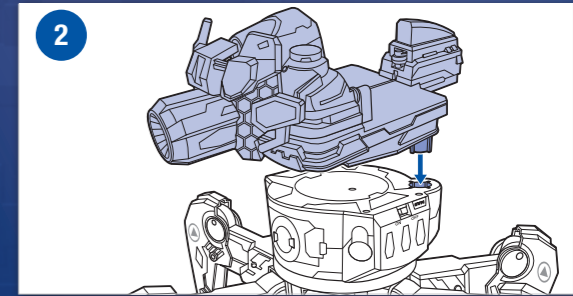
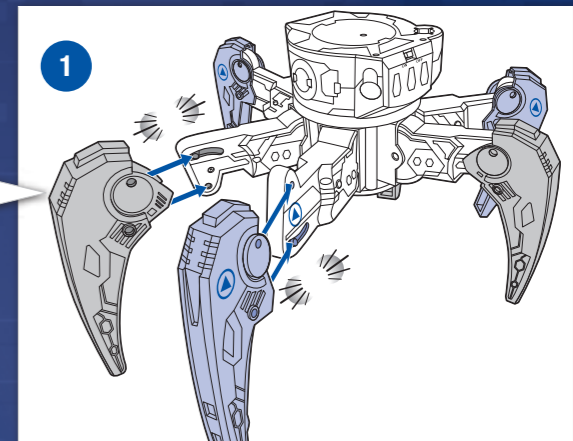
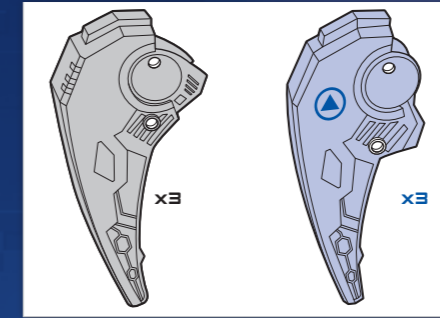
**x2** 1.5V AA ALKALINE BATTERIES REQUIRED NOT INCLUDED

### IMPORTANT: BATTERY INFORMATION

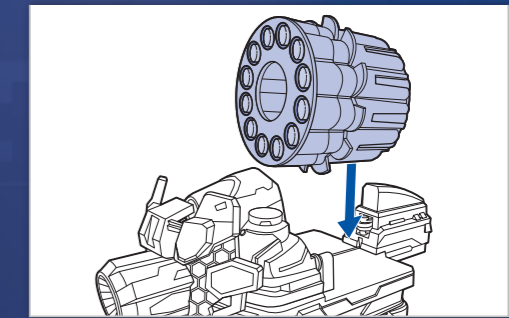
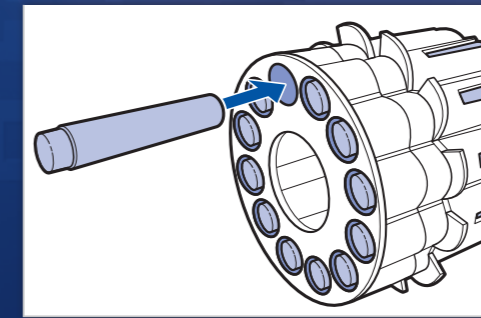
**CAUTION:**

1. TO AVOID BATTERY LEAKAGE
  - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
  - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
  - c. Remove exhausted or dead batteries from the product.
  - d. Remove batteries if product is not to be played with for a long time.
  - e. Do not short-circuit the supply terminals.
  - f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
2. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

### ASSEMBLY



### LOAD DARTS

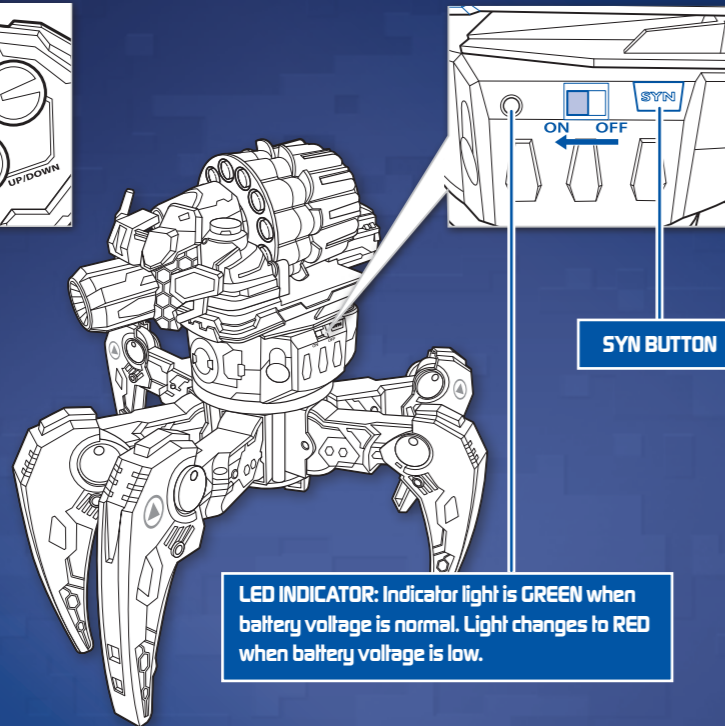
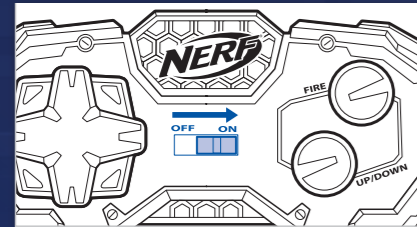


Remove barrel to reload darts.



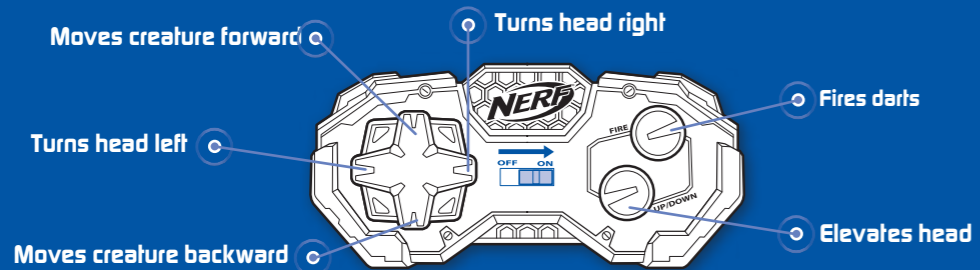
# OPERATION

## Switch ON.



**LED INDICATOR:** Indicator light is GREEN when battery voltage is normal. Light changes to RED when battery voltage is low.

**SYN BUTTON**



Moves creature forward

Turns head right

Turns head left

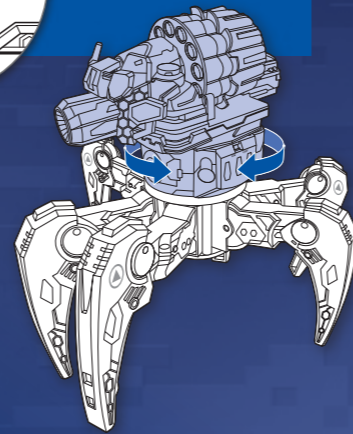
Fires darts

Moves creature backward

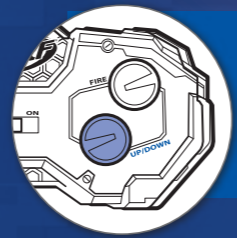
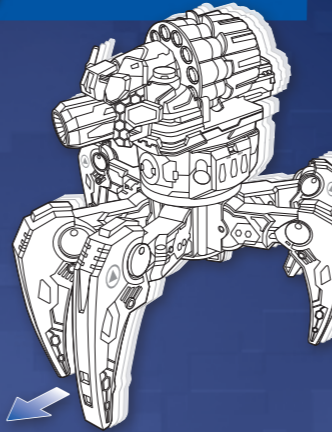
Elevates head



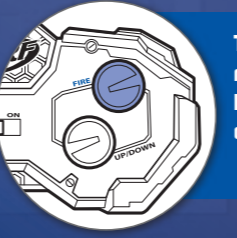
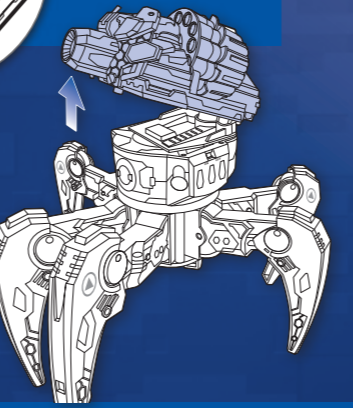
To rotate the launcher in the direction you want to fire darts.



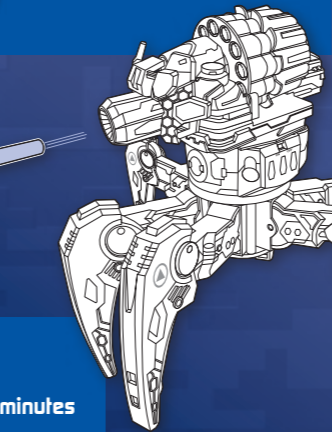
To move the blaster toward your target. Note: When you move the creature forward, it will move in the direction the launcher is facing.



To adjust the angle of the launcher.



To fire a dart. Press repeatedly to fire each dart. Press and hold to fire all 12 darts in a row.



## Sleep Mode

The creature and controller will automatically power down after approximately 2 minutes of inactivity. Switch the creature and controller off then on again to power them up.

# TROUBLESHOOTING TIPS

SYMPTOM	CAUSE	SOLUTION
Launcher will not fire.	Dart is jammed.	<ul style="list-style-type: none"> <li>Make sure darts are loaded correctly into launcher.</li> <li>Make sure head is correctly attached to the creature.</li> </ul>
Creature does not respond to controller.	Batteries are low. Needs to be re-synced.	Insert fresh batteries. <ol style="list-style-type: none"> <li>Switch creature ON. Press SYN button. Indicator light will be red/flashing green.</li> <li>Press and hold the Fire button on remote then turn the remote ON.</li> <li>Hold down the Fire button for 2 seconds. Indicator light will change to steady green.</li> <li>Synchronization is complete.</li> </ol>
Creature keeps switching off.	Batteries are low.	Insert fresh batteries.

**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.

**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.
- Consult the dealer or an experienced radio/TV technician for help.

**CAUTION:** 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.

CAN ICES-3 (B) / NMB-3 (B)

This device complies with Industry Canada Licence-exempt RSS-210. Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR-210 d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Product and colors may vary.

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