LASER FORCE

RC Assault Tanks
Strategic Multi-Player Laser Battling Tanks

USER MANUAL

WARNING: Never leave product charging unattended for extended periods of time. Always disconnect tank from charger immediately after the tank is fully charged. Please refer to enclosed safety instructions.

THIS PACKAGE CONTAINS:

2 Tanks   2 Controllers   USB charging cord   Instruction Manual

Colors and styles may slightly vary.

INDUSTRY CANADA NOTICE: CANADA ONLY.

This device complies with Industry Canada licence-exempt RSS standard(s). 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 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'utilisateur de l'appareil doit accepter dout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

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

Conforms to safety requirements of ASTM, CPSIA and FCC.
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Made in China

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Thank you for purchasing the LASER FORCE RC ASSAULT TANK . Please read this instruction booklet carefully and retain it for future reference, as it contains valuable information on how to properly operate and care for your tank.

TANK WARNINGS AND SAFETY PRECAUTIONS

• *The Laser Force RC Assault Tank uses infrared lasers, a highly accurate low-level laser that is invisible to the naked eye. IR lasers are safe for household use, however, DO NOT LOOK DIRECTLY INTO THE LASER BEAM, OR POTENTIAL DAMAGE TO YOUR EYE(S) MAY OCCUR.
• Choking Hazard. Small Parts. Not suitable for small children.
• Please discard of all packaging materials after unboxing this product in order to avoid any potential choking or suffocation hazard to small children.
• Children should always be supervised by an adult when using this product.
• Before operating the tank(s), inspect the treads and other moving parts to make certain that there are no obstructions that would inhibit the free motion of the tank. Carefully remove any obstructions prior to use.
• If any component of the tank or remote are damaged, stop using this product immediately until the damaged components are repaired by a qualified technician.
• Turn off the remote control transmitter and tank when not in use.
• The included USB charging cable is for charging the tank's Li-Ion battery. Do not use this cable to charge any other battery. Adult supervision is required when charging this product.
• Never leave product charging unattended for extended periods of time. Always disconnect tank from charger immediately after the tank is fully charged.
• The remote controller requires 2 "AA" batteries. New alkaline batteries are recommended for maximum performance. When inserting batteries, be sure to insert using the correct polarity.
• Parts must be assembled by an adult.
• Do not operate this product in the rain or submerge in water. Water can cause permanent damage to this product's electrical components and batteries.
• If playing outdoors, strong sunlight may interfere with the tank's IR laser.
• DO NOT PLAY IN THE STREET OR OTHER BUSY AREAS.
• Do not touch the treads or other moving parts of this product during operation.
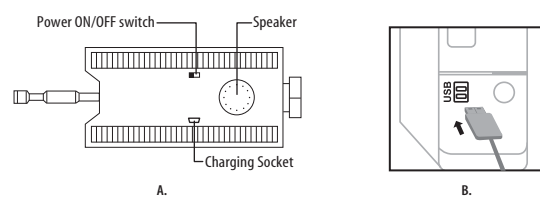
PRODUCT FEATURES

• Battle up to 12 tanks at once using 2.4 Ghz digital spread spectrum technology
• Automated battle mode for single player use (requires 2 tanks)
• Tanks climb up to 45 degree angles
• Rapid fire missile launch
• Real Infrared lasers and sound effects
• Tanks rotate when hit
• Authentic recoil when firing
• Realistic turret rotation
• Li-Ion battery charges via USB charging cable (included)

REMOTE CONTROL BATTERY INSTALLATION

1. On the back side of the remote control unit, remove the battery compartment screw using a small Phillips screwdriver. Remove the battery compartment cover.
2. Insert 2 new "AA" batteries (Alkaline batteries recommended) being sure to match the polarity as indicated on the markings inside the battery compartment.
3. Replace the battery compartment cover and replace screw. Do not over tighten.
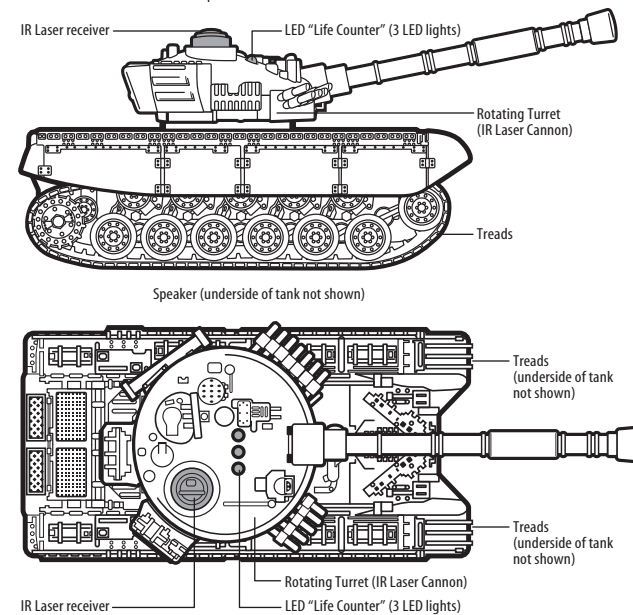
CHARGING THE TANK

1. Make sure the tank's power switch is set to the "OFF" position. Plug the USB charging cord into the charging socket of the tank (see diagram A). IMPORTANT: Do not force the charging head into tank's charging socket. If it doesn't go in easily, try turning the head in the opposite direction and reinsert.
2. Connect the tank's charging cord to your computer's USB port (see diagram B). IMPORTANT: Never use this charging socket with any other USB port then your personal computer or a Propel brand USB wall charger. You may purchase a Propel USB wall charger at www.propelrc.com
3. When charging is complete a solid red LED light will appear on the USB plug. You are now ready to play. IMPORTANT: If the red LED light is flashing rapidly this means that the charging socket connection is not inserted properly or the Tank "OFF/ON" switch is in the ON position and needs to be turned off for charging.
4. The charging time will vary depending on the amount of charge already stored in your battery. The average charging time for the battery is approximately 120 minutes. When fully charged, the run time is approximately 30 minutes, depending on use and environmental factors.
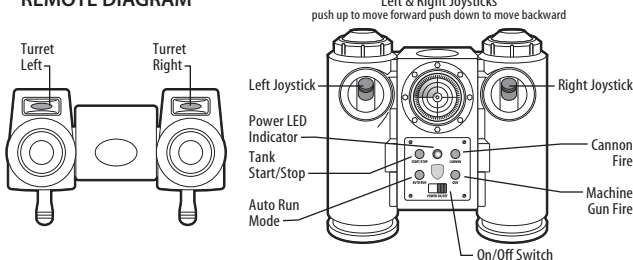IMPORTANT: ALWAYS REMEMBER TO UNPLUG YOUR CHARGING CORD WHEN NOT IN USE!

Power ON/OFF switch — Speaker
Charging Socket
A.   B.

IMPORTANT: ALWAYS DISCONNECT CHARGER CORD AFTER CHARGING. NEVER LEAVE CHARGER CONNECTED TO TANK OVERNIGHT OR FOR EXTENDED PERIODS OF TIME.

TANK DIAGRAM
Below is a basic list of features and parts on the tank.

IR Laser receiver
LED "Life Counter" (3 LED lights)
Rotating Turret (IR Laser Cannon)
Treads
Speaker (underside of tank not shown)
Treads (underside of tank not shown)
Treads (underside of tank not shown)
IR Laser receiver
Rotating Turret (IR Laser Cannon)
LED "Life Counter" (3 LED lights)

REMOTE DIAGRAM

Turret Left   Turret Right
Left & Right Joysticks
push up to move forward push down to move backward
Left Joystick   Right Joystick
Power LED Indicator
Tank Start/Stop   Cannon Fire
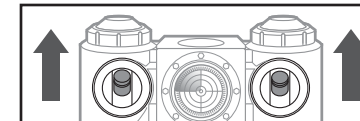Auto Run Mode   Machine Gun Fire
On/Off Switch
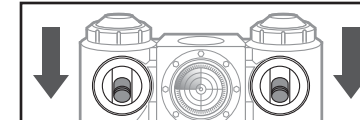

USING YOUR TANK

PRIOR TO USE:
• Verify that there are 2"AA"fresh batteries inside the remote control unit and the tank has been fully charged.
1. Switch the ON/OFF switch located on the underside of the tank to the ON position.
2. Switch the ON/OFF switch located on the front of the remote control to the ON position.
3. Press the "ON/OFF" button on the remote control. You will hear an engine ignition sound followed by the sound of the tank idling. Now you may operate the other functions of the remote control/tank.
   NOTE: When using multiple Laser Force tanks, be sure to turn on 1 tank at a time by following the above steps in order to properly Sync each tank to its respective remote controller. Attempting to turn on multiple tanks at the same time will result in an improper pairing of tank to remote and signals will be crossed.
4. Use the left and right joystick control arms to move the tank forward, backward, and turn left/right.
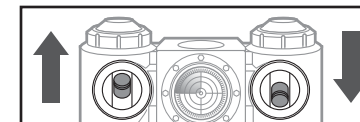
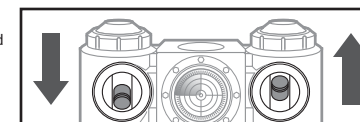To move forward, push both joystick control arms forward.

To move backward, pull both joystick control arms backward.

To turn right, push the left control arm forward and, depending on desired speed and radius of turn, pull the right control arm backward.

To turn left, push the right control arm forward and, depending on desired speed and radius of turn, pull the left control arm backward.

5. To turn your turret, use the Turret Left and Turret Right buttons.
6. To fire your weapons:
   • Press the "Cannon" button on the remote control and the tank will make a Cannon firing sound.
   • Press the "Gun" button and the tank will make a machine gun firing sound. When the tank fires its weapons, it will recoil like a real tank!
7. Autonomous Mode
Press the "Auto Run" button and the tank will enter autonomous mode. The tank will automatically move and fire on its own for a short period.
   • Tank will exit autonomous mode when it receives a signal from the remote control or when turned off.

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8. MUTE/Limited Sound Effect Mode:

• Hold down the Auto button continuously and press the Start/Stop button once to enter Mute Mode.
• While in the Mute Mode, sounds effects that play when your tank is hit are disabled. All other operations of the tank will operate as normal.
• To reactivate the sounds, press the Start/Stop button to stop the tank. Then, after waiting for several seconds, press the Start/Stop button to begin play in normal mode.

BATTLING OTHER LASER FORCE TANKS

Get ready for ground combat missions with your friends – or "enemies." You can battle up to 11 additional foes for an amazing interactive battle experience.
Note: Requires 1 or more additional Laser Force tanks.
1. Make sure all battling Laser Force tanks are fully charged, individually synced and ready to play. READY, AIM, FIRE!
2. While operating your tank, aim your turret toward the front of your opponent's tank and fire! Note: You must have a direct line of fire towards the IR Receiver located on the front of your opponent's tank in order to register a "hit."
3. If you successfully "hit" your opponent with your Cannon, one of their LED indicator lights will go out. If firing your machine gun, you must "hit" your opponent 5 times in order to make one of their LED indicator lights go out.
   Note: If you "hit" your opponent less than 5 times with your machine gun and then "hit" them with your Cannon, the machine gun counter will reset to 0.
   • When "hit," your tank will shutter from the "impact" and make sounds.
   • After being "hit" by your opponent's Cannon, you will have 8 seconds to escape before being able to get "hit" again.
   • After being "hit" by your opponent's machine gun, you will have 5 seconds to escape before being able to get "hit" again.
   • When "hit," some functions of your tank may become disabled, just like a real tank. After 2 "hits," (2 LED indicator lights go out), your turret will become disabled and will not turn.
3. THREE STRIKES YOUR OUT! On the third direct hit, your tank will be disabled. GAME OVER!
4. After 10 seconds, the "destroyed" tank will recover (reset) and will be ready for the next battle. Press the Start/Stop button to get back in the game.

AUTONOMOUS MODE

The Laser Force tank has a built in Autonomous mode for a single player to battle against a computer-controlled "enemy."
Note: Requires 2 Laser Force tanks.
To activate Autonomous Mode:
1. Turn on and synch each tank to their respective remote controllers.
2. Place the first tank into Autonomous mode by pressing the Auto Run button. That tank will now be operating on it's own.
3. Use your remote to dodge their Cannon and machine gun fire and try to "hit" them 3 times to win the game.

CHANGING THE TREADS

If the treads become damaged, contact Propel customer service. Additional treads are available for purchase. You can replace the treads using the following steps:
1. Remove the damaged tread by gently pulling the tread from the wheel stays.
2. Place the new tread over the wheels, being careful not to use excessive force and damage the wheels or treads.

BATTERY WARNINGS

RECHARGEABLE BATTERY:
This tank uses an internal Li-Ion rechargeable battery (650 mAh). If the battery can no longer be charged, dispose of the battery according to local disposal requirements.
The remote control requires 2 "AA" batteries (not included).

Please read the important battery safety warnings below.
• Do not mix alkaline, standard (carbon-zinc) and rechargeable batteries (Nickel Metal Hydride).
• Do not mix old and new batteries.
• Non-rechargeable batteries are not to be recharged.
• Rechargeable batteries are to be removed from the item before being charged (if removable).
• Rechargeable batteries are only to be charged under adult supervision.
• Exhausted batteries should be removed immediately and must be recycled or disposed of properly according to state or local government ordinances and regulations.
• The supply terminals are not to be short-circuited.
• Only batteries of the same or equivalent type as recommended are to be used.
• Batteries are to be inserted with the correct polarity.
• Do not dispose batteries in a fire - batteries may leak or explode.

CARE AND MAINTENANCE

• Always remove the batteries from the remote control when it is not being used for an extended period of time.
• To clean, gently wipe the remote control and tank with a clean, slightly damp cloth.
• Keep this product away from direct heat or sunlight.
• Do not submerge the tank or remote into water, as this will damage the unit beyond repair.
• Parental guidance recommended when installing, replacing, and charging the batteries.

FCC Part 15 Notice

CAUTION: Changes or modifications 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 experienced radio/TV technician for help.

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.