Combat Commando SC2 User Manual





What's Included

Battle Brain



Bullet Launcher



Target Assist



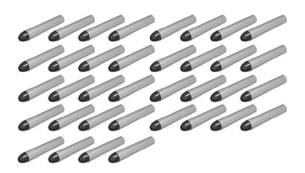
Controller



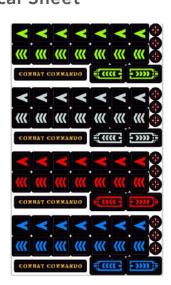
Wheels (2)



Foam Bullets (36)



Decal Sheet



Battery Installation

Combat Commando Battery Installation

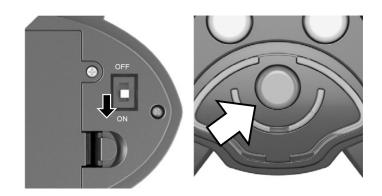
- 1. Use a screwdriver to unscrew the battery cover and open it.
- 2. Attach the battery to the connector.
- 3. Screw the cover back onto the body.

Transmitter Battery Installation

- 1. Use a crewdriver to open the battery cover.
- 2. Place 4X 1.5V AA Batteries (Not included) with the corresponding polarities as labeled on the
- 3. Close the battery cover and tighten the screw.

Pairing and Connecting the Remote

- Flip the ON/OFF switch on the Battle Brain to the ON position
- 2. Turn on the remote by pressing the Power Button on the bottom center of the remote.



Battle Brain and Remote Control Frequency Matching

In the matching process, the indicator on the remote will flash repeatedly. The entire process takes 2-3 seconds and the indicator light turns off once the matching process is complete.

You can mix up to 20 Combat Commandos in the same area, however signal interference may occur.

If the Battle Brain isn't responding to your remote, please turn off both and try again.

2 or more Battle Brains can be paired to one remote. Simply Follow the steps above to pair your remote with as many Battle Brains as you have.

Load the Bullets

Load the Bullets with the rounded tip facing out.





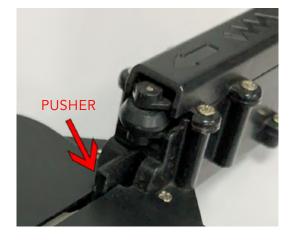
Seat the back of the bullet cartridge as shown here

Installation the Cartridge

- 1. Remove the bullet cartridge by pulling it towards the rear of the launcher, tilting the front of the cartridge upward, and then lifting it out.
- 2. Insert the cartridge back into the bullet launcher by pushing the back of the cartridge into the small wheel at the rear of the launcher and then tilting the front of the cartridge downward until it clicks into place.







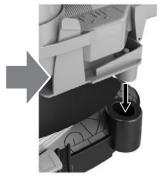


The bullet slot must be connected to the pusher so that the pusher can push the bullet out

Bullet Launcher Installation

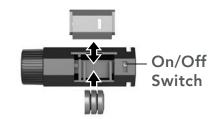
Pair your bullet launcher to the Battle Brain by plugging it into the top of the Battle Brain via the Brainwave Connector and make sure the connection is in place.

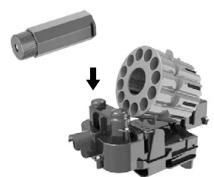




Aim Assist Installation

- 1. Open the lid of the battery cover and take out the insulating sheet to power up the 3 included L1131 button batteries. Close the cover.
- 2. Slide the Aim Assist into the notch above the expulsion chamber of the bullet launcher.



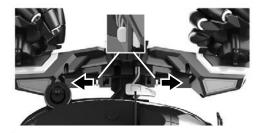


Assembling and Disassembling the Wheels



Assembling the Wheels

Insert the Battle Brain into the socket of the wheel attachment. You should hear the spring loaded mechanism click into place.



Disassembling the Wheels

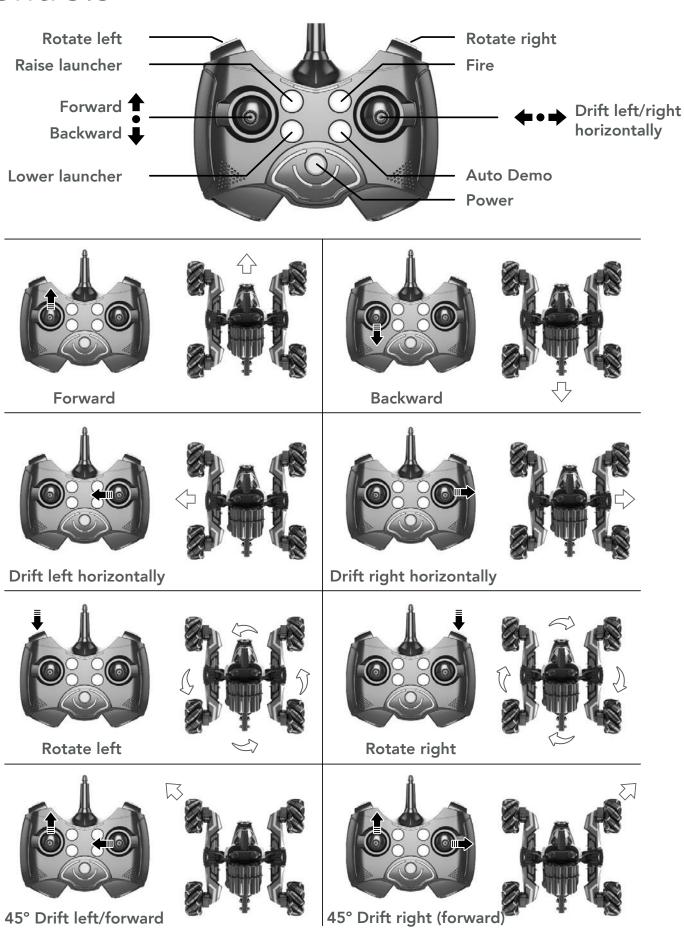
Pull the switches on the inside of the wheel attachment outward and pull the Battle Brain away from the attachment.

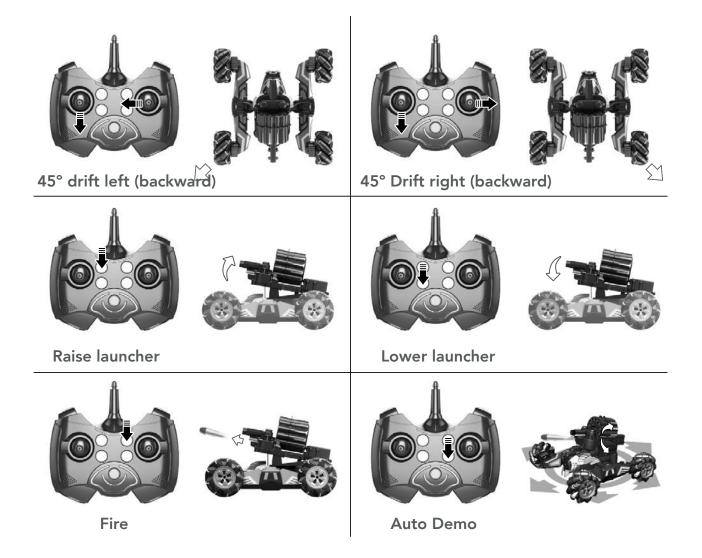
Troubleshooting

Symptom	Cause	Solution
Combat Commando won't automatically pair with remote	Battery are lowNeeds to be re-paired with the remote	 Charge the battery or replace the battery of remote control Re-paired with the remote
Combat Commando's LED's are flashing red and green	Battery are low	Charge the battery
Robot keeps switching off	Battery are low or faulty	Charge the battery

^{*}Please make sure the connection is in place.

Controls





Gameplay

Battle Mode

It takes a lot of practice to hit targets, so start of with thelarger target as this is easier to hit. The smaller terget requires a more accurate shot. Battle Mode between 2 Combat Commandos can be balanced through target sizes to compensate for the skill levels of the players.

Three Lives

When the aiming point is hit, Combat Commando will make a trembling noise and one LED will turn off. The 3 lights on the head of the battle brain will blinking after it's been hit three times, indicating the death of the Combat Commando. It will enter sleep mode after two minutes if you don't restart Combat Commando.



WARNING: Not suitable for children under 3 years old due to small parts which may represent a choking hazard. Recommended for use by children over 5 years old. This product operates on 2.4GHz frequency. Do not aim at eyes or face. Do not use near crowds. Do not aim at people or animals. Laser radiation Do not stare into beam. Only use Bullets designed for this product. Do not attempt to catch the missles. Do not put your face over the bullet even if it is not being used. Do not launch any improvised object other than the one supplied or recommended by the manufacturer. Please retain this information for future reference. Adult supervision required.

Battery Warnings

- 1. There is a certain risk of using lithium batteries, which may cause significant damage to people and property. The end user must use it carefully and bear all the related responsibilities.
- 2. If the battery leaks, avoid contact with skin and eyes. If contact with skin occurs, wash with soap and water immediately. If contact with eyes occurs, rinse immediately with cold water for at least 15 minutes, and seek medical attention.
- 3. If the charger begins to emit a suspicious odor, noise, or smoke, unplug the power supply immediately.

Battery Charging

- 1. The light turns on when charging and turns off when it is fully charged.
- 2. Use only the original factory cable. Do not use damaged or cable of other brands.
- 3. Do not charge expanded, leaked, or damaged batteries.
- 4. Do not overcharge the battery. When the battery is fully charged, unplug the device.
- 5. Do not charge near inflammable materials (eg. carpets, wood flooring, solid wood furniture, etc.).
- 6. Do not charge the battery immediately after it has become hot.
- 7. The charging temperature of the battery should be between 0-40°C (32-104°F).
- 8. Recommend using a 5V 1A charger (Not included) for charging.

Recycling

This equipment consists of electronic components or batteries. For electronic waste, please dispose of according to local waste disposal laws and ordinances.

Charging Time

New Battery needs to be fully charged for 180 minutes and use time is up to 30 minutes.



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