

Robot Lazer Battle Game

Cat. No. 60-1192

Your RadioShack Robot Lazer Battle game lets you enjoy the excitement of laser tag using two infrared remote controlled robots. It's great fun for players age 5 and up.

In the game, the robots Chaos and Disabler engage in a fierce battle to disable each other. Use the infrared controller from up to 20 feet away to move your robot and fire his laser gun at the rival robot's chest. A robot loses 25% of his power each time he is hit in the chest. When a robot receives four hits, he is disabled and the game is over.

INSTALLING BATTERIES

You need a total of 14 AA batteries (not supplied) — four in each robot and three in each controller. For the best operation, we recommend RadioShack alkaline batteries.

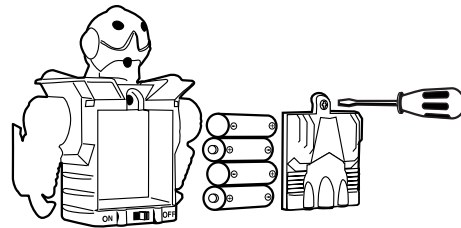
Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- Never leave dead or weak batteries in the robots and controllers.

Warning: Dispose of old batteries promptly and properly. Do not bury or burn them.

Note: If you do not plan to play with the robots for a week or more, remove the batteries.

In the Robots



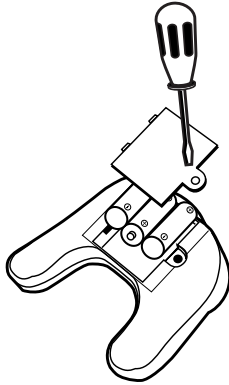
1. Slide **ON/OFF** to **OFF**.
2. Use a Phillips screwdriver to loosen the battery compartment cover screw, then lift and remove the cover.
3. Install the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
4. Replace the cover and tighten the screw.

When the robot moves slowly or not at all, replace the batteries.

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In the Controllers



1. Use a Phillips screwdriver to loosen the battery compartment cover screw. Then lift and remove the cover.
2. Install the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the cover and tighten the screw.

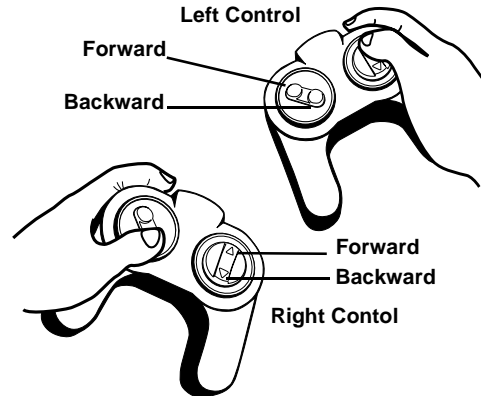
When the controller's range decreases, replace the batteries.

MOVING THE ROBOTS

To turn on a robot, slide **ON/OFF** on the back of the robot to **ON**. The robot's eyes light, he says "Power up," and announces his name. Then the four power indicators on his chest light. Press the reset button on the robot's head to verify that all four power indicators are on.

Use the red controller for the red robot and the green controller for the green robot.

The controller's buttons move the robot as follows:



Forward — Press both the left and right forward control buttons together.

Backward — Press both the left and right backward control buttons together.

Left Turn — Press the right forward control button.

Right Turn — Press the left forward control button.

Rotate Clockwise — Press both the left forward and right backward control buttons together.

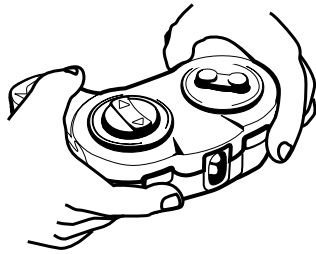
Rotate Counterclockwise — Press both the right forward and left backward control buttons together.

Notes:

- Keep the robot within 15 to 20 feet of the controller.
- Make sure there are no obstructions between the robot and the controller.

PLAYING ROBOT LAZER BATTLE

You must move the robot to shoot the other robot and win the game. To shoot the other robot, press either one of the shooting buttons on the front of the controller. Fire the laser gun when the other robot's chest is in front of your robot.

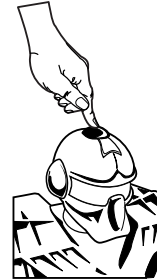


When a robot is hit in the chest, an explosion sounds. His chest and eyes light and his power indicator flashes. Then the robot turns around and announces how much power remains. One of his power indicators turns off, showing he has lost 25% of his power.

When a robot loses all his power, the lights in his eyes turn off, all four power indicators flash, and the robot does not respond to the controller.

RESETTING THE ROBOT

To reset the "dead" robot, press the reset button on the robot's head. The robot comes back to life, announces his name, and the four power indicators light.



When you finish playing, slide **ON/OFF** to **OFF**.

CARE

To enjoy Robot Lazer Battle for many battles to come:

- Keep the robots and controllers dry.
- Use and store the robots and controllers only in normal temperature environments.
- Handle the robots and controllers gently and carefully.
- Keep the robots and controllers away from dust and dirt.
- Wipe the robots and controllers with a damp cloth occasionally to keep them looking new.

Modifying or tampering with the robot and controller's internal components can cause a malfunction and might invalidate its warranty. If a robot or controller does not perform as it should, take both sets to your local RadioShack store for assistance.

THE FCC WANTS YOU TO KNOW

This device complies with Part 15 of the *FCC Rules*. Operation is subject to the following two conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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