



FIGHTING ROBOTS

Age Grade 4+

Radio Controlled
R/C ELECTRONIC
Individual Personalities, Sound effects

IMPORTANT NOTES

Please read and save these instructions, they contain important information. Read all of the instructions before using your B2B Robots™.

B2B Robots™ are available in an assortment of colors and characters. The robot you purchase may differ from the images shown in these instructions.

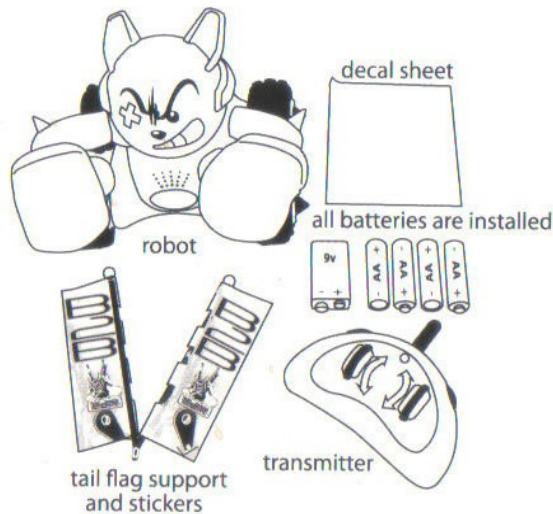
For Customer Service contact Cepia LLC. at information@cepiallc.com or 1 800 225 9319

UNPACKING YOUR B2B Robots™

Remove all contents from package and discard any rubber bands, wire ties, or other packaging material that is not part of the product.

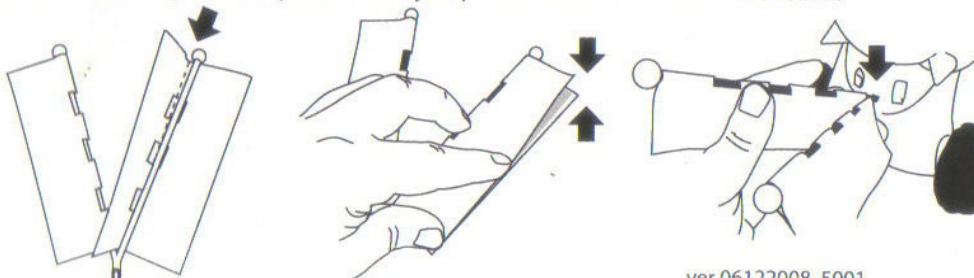
CONTENTS OF PACKAGE

- One Robot
- One transmitter
- One 9v Battery
- Four AA Batteries
- Decal Sheet
- Tail Flag support
- Tail Flag stickers



TAIL FLAG ASSEMBLY

Carefully remove one of the tail flag stickers. Line the center of the tail flag support along the middle of the sticker. Fold the sticker over, lining up the corners. Press flat and repeat. insert the tail flag assembly into the keyed post hole on the back of the robot.



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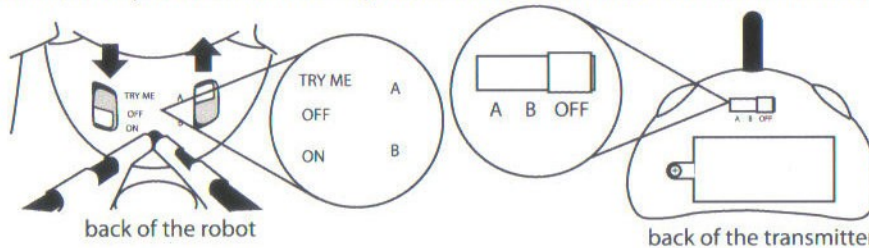
DECAL SHEET

A decal sheet is provided to allow you to customize your B2B Robot™. They can be used to track the number of wins or just to give your robot a personalized look.



OPERATION

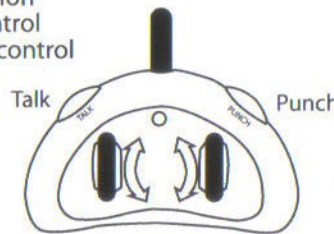
The robot is packaged in a demonstration mode. The robot will not respond to the transmitter in TRY ME mode. To turn on the robot, slide the power switch to ON. You will hear the robot's introduction phrase. Make sure the A/B switch is in the A position. Slide the power switch on the transmitter to the A position. If you already have a robot running on channel A, then you can select the B position for both this robot and its transmitter.



Transmitter Operation

The transmitter has four different control buttons.

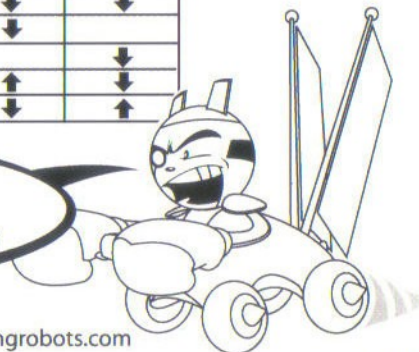
- Talk - say a phrase to antagonize your opponent
- Punch - activate the punching action
- Left Thumb wheel - left wheel control
- Right Thumb wheel - right wheel control



Use the thumb wheels to drive your robot:

	Left Thumb wheel	Right Thumb wheel
Forward	↑	↑
Forward right turn	↑	→
Forward left turn	←	↑
Backwards	↓	↓
Backwards left turn	↓	←
Backwards right turn	←	↓
Spin in place right	↑	↓
Spin in place left	↓	↑

My Best Performance is on Smooth Floors! Carpet does not allow for fast turns



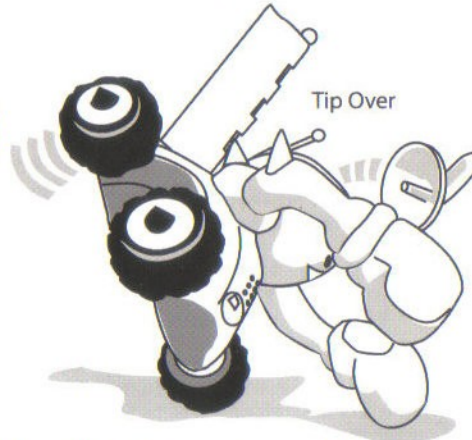
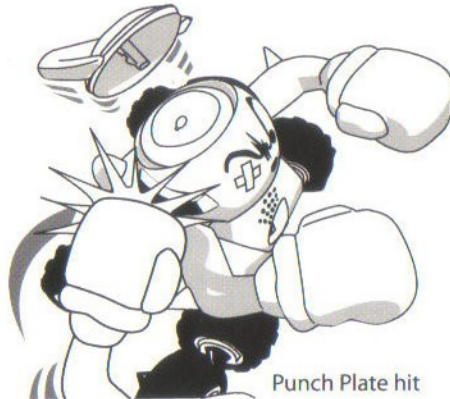
BATTLING OTHER ROBOTS

Each robot in the fight will need to be set on different operating channels. Test the robot operation and if one transmitter is sending a signal to more than one robot, switch the A/B channel selection on one of the robots and the transmitter. Let the battle begin!

The object is to "Knock Out" your opponent's robot before he knocks your robot out! Score a KO and you win the fight!

There are two ways to knock out a robot:

- Trigger the punch plates on either side of the head eight times.
- Tip the robot over.



When you knock out your opponent you will hear their KO expression and their head plate will pop off. If a robot is KO'ed it will no longer respond to the transmitter. It will need to be reset before it can fight again.

To reset a robot after a KO; Replace the head plate and turn the robot off and on again.

OPERATING TIPS

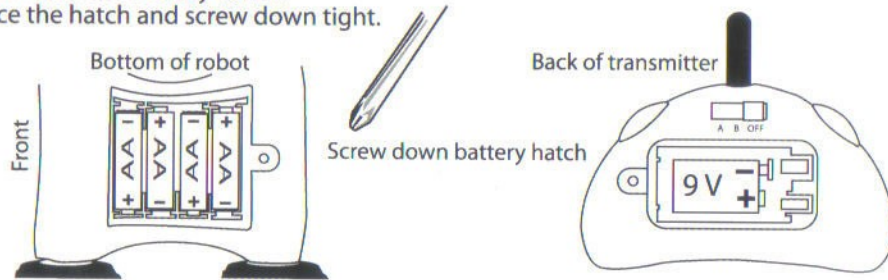
- For the longest battery life, operate your robot on smooth flat surfaces.
- Use Alkaline or better batteries for optimal performance and run time.
- Always turn the robot and the transmitter off when not in use. If the robot begins to lose power or the audio starts to sound distorted it may be time to replace the batteries. The robot has a 15 minute auto sleep timer built in. If left on and not in use the robot will go to sleep to help save battery life. To wake him up, turn the OFF/ On button off and then on.
- Running time will depend on the play pattern. The more your robot drives, punches, and talks the faster it will use the battery power.
- Do not drive your robot through water, dirt, or sand. This can damage the gears and or electronics. If your robot does get wet; turn it off, allow it to dry thoroughly overnight before attempting to battle the robot again. To clean surface dirt: wipe with a damp soft cloth only.
- For the optimum transmitter signal strength keep the distance between the robot and the transmitter to less than ten feet.

SAFETY TIPS

- The B2B Robots™ are age rated at 4+, Always operate in a safe play environment with adult supervision. Do not play with your robot in the street.
- Do not pick up the robot when it is moving or in the field of play.
- Keep fingers, hair, and loose clothing away from the wheels when playing with the robots.
- Always turn your robot off before changing the batteries.
- Always remove the batteries from the robot and the transmitter when storing the toy.

CHANGING THE BATTERIES IN THE ROBOT

- Turn off the transmitter and the robot.
- Remove the screw from the battery hatch on the bottom of the robot.
- Replace the used batteries with 4 new AA Alkaline batteries. Be sure to follow the polarity shown inside the battery hatch.
- Replace the hatch and screw down tight.



CHANGING THE BATTERY IN THE TRANSMITTER

- Turn off the transmitter and the robot.
- Remove the screw from the battery hatch on the bottom of the transmitter.
- Replace the used battery with a new 9v Alkaline battery. Be sure to follow the polarity shown inside the battery hatch.
- Replace the hatch and screw down tight.

Always replace used batteries with fresh Alkaline batteries.

Do not mix old batteries with new, do not mix Alkaline with standard carbon zinc or rechargeable nickel cadmium batteries.

Do not recharge non-rechargeable batteries.

Dispose of used batteries safely.

FCC T4650001 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 an experienced radio/TV technician for help.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



DO NOT STRIKE PERSONS, ANIMALS OR OBJECTS

WARNING:

All rubber bands and wire ties, as well as tags, are not parts of this toy, and should be discarded for your child's safety. Colors and contents may vary from those shown on package.



Printed in China

www.b2bfightingrobots.com