

CALL OF DUTY®

BATTLE TANKS

BLUETOOTH

Thank you for your purchase of our product. To ensure safety, please read this instruction manual carefully before operating and keep it in a safe place

© 2017 Activision Publishing, Inc. ACTIVISION and CALL OF DUTY are trademarks of Activision Publishing, Inc. All rights reserved



iOS QR Code



Tips:

Please use your Apple or Android mobile/device to scan the "QR Code" in the manual to access into the software installation interface. When the software installation is finished, the icon "CODTANK" will be shown on your mobile screen.

Note:

- *Please follow the instruction for installing and operating, some parts are to be installed only by adults or with adult supervision.
- *Please operate under parental guidance.
- *Keep small parts away from children as they might be swallowed and cause choking.
- *Regularly check the charger, wire, plug, body shell and other parts. If any damage is observed, do not use it until the damage is repaired.
- *Please DO NOT touch the rotating tank caterpillar.
- *Do not operate on the road or in crowded environment to avoid accidents.
- *It is recommended to operate on flat and smooth surface for best performance.
- *Please avoid humid environments because it may cause electrical failure.
- *Please use appointed power source to charge the product.
- *Only use the attached USB charger to charge the battery.
- *Never short circuit the batteries, disassemble them or throw them into fire.
- *Exhausted toy model product and batteries are to be disposed as per the local law and regulation stipulated or to be delivered to the qualified recycling company for disposal.
- *For damaged batteries, please avoid touching it. In case skin or clothes are stained, it is recommended to immediately rinse with plenty of clean water.
- *This toy can only be connected to the safe equipment of class II electric appliance.
- *Charger is not a toy. When cleaning, please disconnect this product from the charger first.
- *The Turret from tank has a laser light, do not look at the light beam directly.
- *Do not point the antenna toward faces.
- *The tank uses 4.8V 300mAh Battery pack.
- *Please load the batteries as the correct polarity shown when loading or replacing the batteries.
- *Please recharge the batteries or change the batteries in time if the speed is getting slower.
- *Non-rechargeable batteries are not to be recharged.
- *Rechargeable batteries should only be charged under adult supervision.
- *Always remove the rechargeable batteries from the battery box before charging.
- *Do not mix different types of batteries or old and new batteries.
- *Please remove exhausted batteries in time.
- *Do not short-circuit the terminals.
- *This package and instruction manual contain important information; please well keep it for further reference.

Main parameters

Frequency: Bluetooth
 Fighting distance : about 3m
 Product configuration: Bluetooth tank ×1 USB Charger ×1 Battery ×1
 Instruction manual ×1
 Type of batteries: Tank: 4.8V 300mAh lithium battery
 Voltage range: 4.0V < Tank < 6.5V

Name of each parts

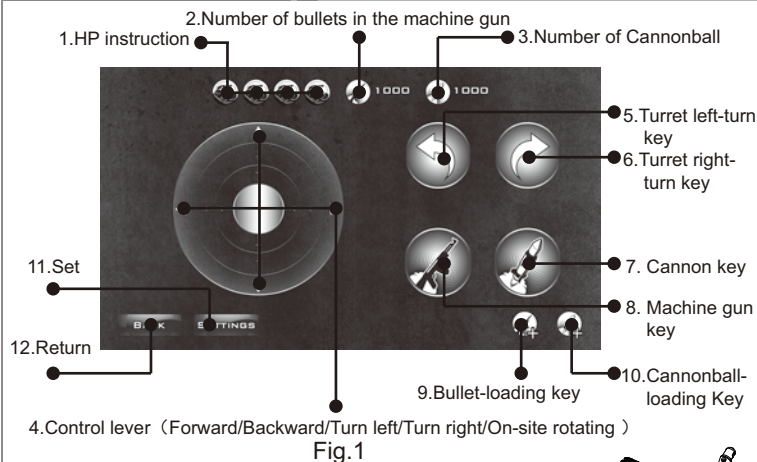


Fig.1

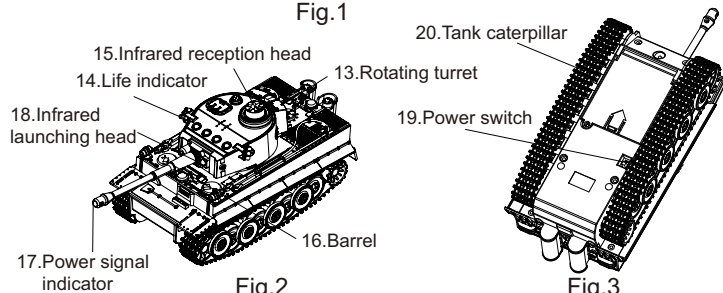


Fig.2

APP How to use

1. As shown in figure 3, put the **power switch** of the tank to "ON" position, the tank will release "du" sound.
2. As shown in figure 4, open the software in the mobile, and then click "START", your device will automatically search the tanks nearby (please make sure that the Bluetooth function is in the state of "ON" on your device.)
3. As shown in figure 5, when the tank is searched, the phone displays Figure 6 interface.
4. As shown in figure 6, click "Tank 1" (If more tanks are scanned, you can click either of the tank), wait until the "Disconnected" under the icon turns into "Connected", please click "START" to access into the operation interface.



Notice: If more than one tank are played at the same time, it will require each tank to be connected separately rather than connecting them in the same time.

APP software interface:

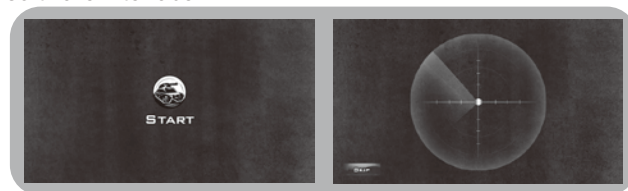


Fig.4

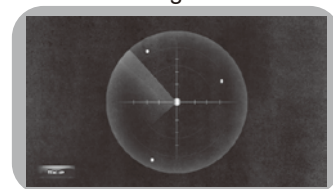


Fig.5



Fig.6

Advanced features



Fig.10



Fig.11

1.Mobile Gravity-Induction Remote Control

As shown in figure 10,click the "Setting" key at the down left corner of the control interface on your mobile device to access into the Functional Setting Window, click the "Gravity Control"and then click the "Return" key at the down left corner to access into the Mobile Gravity-Induction Control .

- ①.As shown in figure 11,when tilting forward or backward of your mobile for more than 18 degree,the tank will move forward or backward.
- ②.As shown in figure 11,when tilting left or right of your mobile for more than 18 degree, the tank will turn left or right .
- ③.Other functions are the same as the ordinary operation.

2.Turn off the speaker

As shown in figure 10,click the "Setting"key at the down left corner of the control interface of the mobile to access into the Functional Setting Window,click "Tank Sound" (selecting the black dot in front of the "Tank sound"), and then click the "Return" key at the down left corner to enter into the state of Static Sound. (If selecting black in front of the "Tank Sound", then it will enter into the Sound State when clicking the "Return" key.)

3.Demonstrating functions

When the mobile is connected with the tank, the mobile will access into the Control Interface, the tank will start and the life indicators will be ON Simultaneously. If you can not receive the signal after about 10 seconds, you do not have to use mobile to control it, the tank will enter into Functional Auto DEMO, the tank making AUTO-DEMO can imitate the basic function in the real operation. Click either key on the Control Interface of the mobile by hand, the tank will switch from the Auto Function DEMO into the Battle Mode.

⚠ Notice :

During the course of the Demonstration, if the tank can receive the effective signal, the tank will exit from the Demonstration function automatically and then conduct the corresponding action by following the effective signal it has received.If there is any other signal interfering during the course of demonstration, the tank may exit from the demonstration function.

4.Auto shut off

When the mobile is disconnected with the tank, tank life indicator lights out. If it fails to be re-connected within 2 minutes, the tank will automatically enter into the Standby State. This time you need to switch off the power of the tank, and then switch on the power of the tank once again in order to connect with the mobile.

⚠ Notice :

If you do not use it for a long time, please pull the ON/OFF power switch of the tank to "OFF" position.

5. Fighting tank

As shown in figure 12,if you have 2 or more than 2 tanks for operating, you can initiate the high-simulation battle. During the process of real operation, please aim the barrel of the cannon to the IR receiver of another tank and quickly launch the cannon or launch the machine gun, When hit, the tank emits a scream and a flicker of light Each time the tank of your opponent is hit by the cannonball for 1 time or being hit by the bullet of the machine gun for 5 times, 1 life indicator will be OFF and shown on the control interface. Following like this, the game will continue until all the life indicators are OFF, which represents this tank is defeated.

Basic operation

1. Turret right-turn /Turret left-turn

As shown in figure 7, please click the key 5/key 6 "Turret turn-left" /Turret turn-right "on the control interface of your mobile to turn the turret to the right or make left rotation and the tank will send out rotating sound with turret rotating.

2. Cannon key

As shown in figure 7, when starting the tank, please click the key 7 "Cannon key" "on the control interface of your mobile, the tank will send out Cannon sound and make corresponding action with the launching sound of the cannon.

3. Machine gun key

As shown in figure 7, when the tank is started, please click the key 8 "Machine gun key" "on the control interface of the mobile, the tank will send out shooting sound of the machine gun, the indicator of the cannon will be flashing with the shooting sound of the machine gun.

4. Tank forward/backward

As shown in figure 8, click the key 4 "Control Lever" on the control interface, push the round ball in the middle to forward or backward, you can make the tank run forward or backward while sending out running sound.

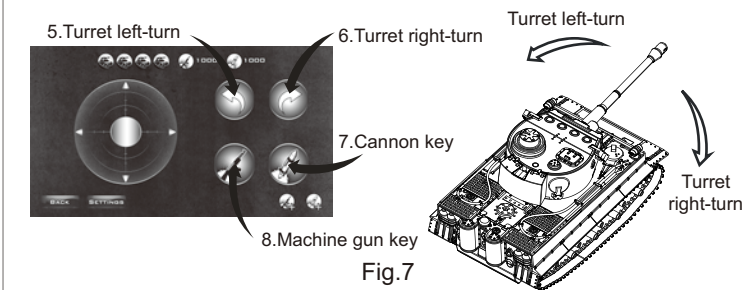


Fig.7

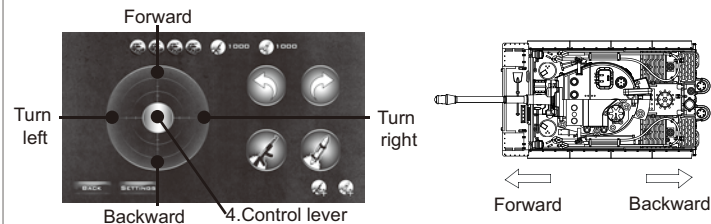


Fig.8

5. Tank turn left/turn right/On-site rotating

① Tank turn left/turn right

As shown in figure 9, click the key 4 "Control lever" on the control interface of the mobile, push the round ball in the middle to the left or to the right (When the round ball in the middle fail to reach the edge of the control lever), you can let the tank turn to the right or to the left while sending out running sound.

② On-site rotating

As shown in figure 9, click the key 4 "Control lever" on the control interface of the mobile, push the round ball in the middle to the left or to the right (when the round ball in the middle reaching the edge of the control lever), you can let the tank make on-site spinning to the right or to the left while sending out running sound.

6. Bullet-loading key

① Bullet-loading key

As shown in figure 9, when the bullet number in the machine gun is shown as "0", you are required to press the key 9 "Bullet-loading key" to load the bullets till full and it will send out bullet loading sound in the same time.

① Cannonball-loading Key

As shown in figure 9, if the Cannonball number is shown as "0", you are required to press the key 10 "Cannonball-loading key" to load the cannon-balls till full and it will send out cannonballs loading sound in the same time.

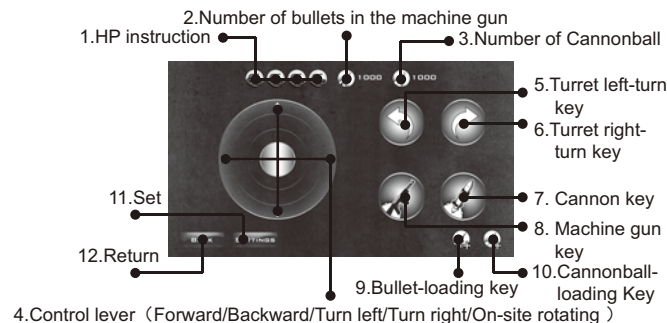


Fig.9

***** Above operations can be combined freely *****

Instruction on life value indicator

1. When starting, four life indicators D1, D2, D3, D4 will be ON simultaneous with the starting sound. When your tank sends out idling sound, it represents your tank is under the good fighting state; Please pay more attention that only when all the life indicators D1, D2, D3, D4 are all "ON" can you carry out other actions.
2. When the tank gets hit for one time, one life value indicator will be OFF. The sequence of turning off will start from D1 to D4 and will be OFF in this sequence. If all the life value indicators are all OFF, that means this tank is defeated.
3. When the tank gets hit by the cannon bullet or the machine gun bullet, the D4 life value indicator will be flashing, when the D4 life value indicator is in the state of flashing, the tank won't get hit by your opponent, only when the D4 life value indicator stop flashing can the tank be easily hit by your opponent.
4. When all the life value indicators are OFF, that means the tank is defeated. (When the tank is defeated, D1, D2, D3, D4 indicator will keep flashing for about 30 seconds, this time the tank is in the state of simulating self-maintenance, this time you can not re-start it, when all the life value indicators are OFF can you restart it and join the fighting game once again.)

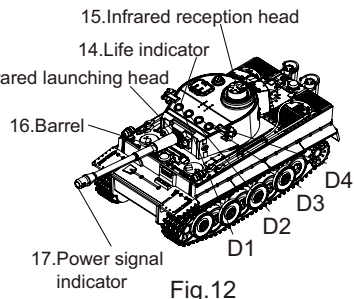


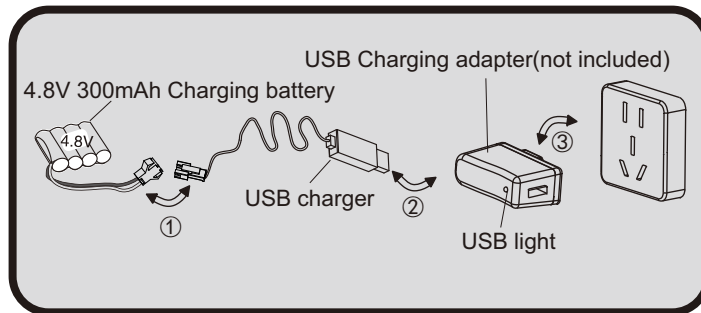
Fig.12

How to recharge the battery



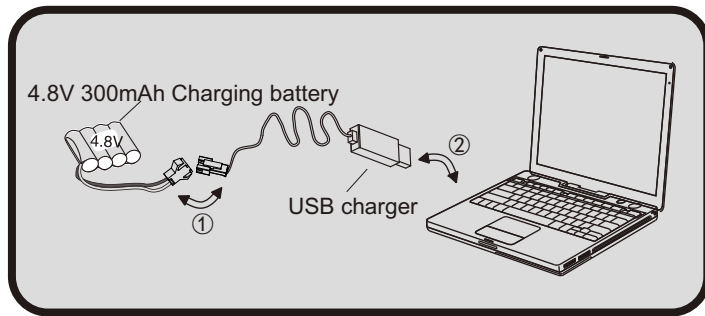
Notice: Please switch off the power of the tank before charging (pull it to "OFF" state), then take out the battery pack. It requires **2 hours** for charging the battery and it can be played for about 12 minutes if the battery is fully charged (When the battery is full, the indicator goes off)

Methods ①



- Step 1: take out the product (tank) battery pack and connect with the USB charger.
Step 2: connect the USB charger to the charging plug.
Step 3: insert the connected charging plug into the power hole.

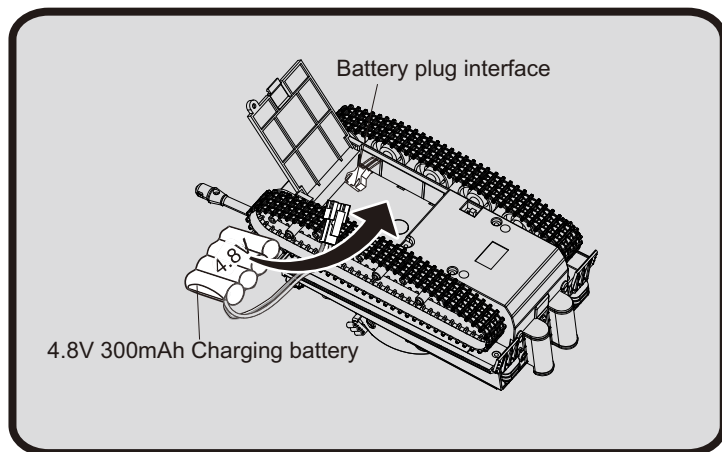
Methods ②



Step 1: take out the product (tank) battery pack and connect with the USB charger.
Step 2: connect USB charger to USB port.

Battery installation

 Notice: Please check the battery properly when installing the battery.



Warning: 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.

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 receive

Limited 90-Day Warranty

DGL Group, Ltd. warrants to the original consumer that this product is free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, DGL Group, Ltd. will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to our warranty center. The warranty covers normal consumer use and does not cover damage that occurs in shipment of failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use or unreasonable use of the unit. Removal of any parts/components voids all warranties. This warranty does not cover cost of repairs made or attempted outside by third-party individuals and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

If your product begins to malfunction or stop working, immediately call or email our warranty center at the phone/email listed below. If it is determined that a return is necessary, our warranty department will issue you an RMA number/form and an address to the nearest return center to ship the product to. **IMPORTANT NOTICE:** We will reject all returns that are not accompanied by an issued RMA form and number so make sure to contact our warranty center before attempting to return your product!

Preparation For Shipping Your Product

Please repack your product in a durable box, preferably in the original carton, and send it prepaid, and adequately insured. Include the RMA form that was issued by our warranty department along with your daytime telephone number and email address (if available) inside the shipping carton. If your warranty has expired, contact our warranty center for charged service. For further information please send all inquiries to support@dglusa.com

DGL Group, Ltd.
WARRANTY REPLACEMENT DEPARTMENT
support@dglusa.com

DGL TOYS™ is an innovative division of DGL Group, Ltd.
Other trademarks and trade names are those of their respective owners.

DGL TOYS,
195 Raritan Center Parkway, Edison, NJ 08837.

Specifications, colors and contents may vary from illustrations.

Conforms to safety requirements of ASTM, FCC, & CPSIA.

BATTERY WARNING:

- Do not mix alkaline, standard (carbon zinc), rechargeable (nickel hydride) batteries.
- Do not mix old and new batteries.
- Non-rechargeable batteries should not be recharged.
- Rechargeable batteries should be removed from the appliance before being charged.
- Rechargeable batteries should be charged under adult supervision only.
- Exhausted batteries should be removed.
- The supply terminals should not be short-circuited.
- Only batteries of the same or equivalent type are recommended to be used.
- Batteries should be inserted with the correct polarity.



Tested to comply with FCC standards.
FOR HOME OR OFFICE USE.
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.