



START-UP SHEET KNIGHT SLUGNOID

QUESTIONS: CUSTOMER SERVICE TOLL FREE AT **1-800-771-1810**

FIGHT FOR KING SLUGNUT

• BEAM POWER TO YOUR KNIGHT

1. Use brand new Alkaline batteries. Insert 4 AA alkaline batteries in robot. Insert 3 AAA batteries in remote.
2. Turn Knight on but **DON'T TOUCH REMOTE!** (Knight will say "Slugnoid on-line" when activated.)
3. Place Knight directly in front of King, so they are facing each other. (fig.A)
4. Push command button on King to beam commands to Knight Slugnoid. King will say "Ready my troops for battle!"
5. Slugnoid will say "I follow your order!" when he correctly receives the King's commands.
6. Now arrange your Knights into battle formation!



Note: Be careful not to tip your Knight or hit the terminate switch when powering up your Knights. (see full instructions for more details).

• BATTLING WITH KING SLUGNUT

1. Set your Knight to channel A. If you have a second Knight, set him to channel B.
2. To control your first Knight, hold down "A" button on King remote while pressing direction and laser Trigger buttons. Be sure to aim the King remote directly at the Knight. (fig.B)
3. To control your second Knight hold down "B" button on King's remote.
4. Knights can be defeated in any one of 4 ways:

- a) Infrared laser fire (work from a distance)
- b) Infrared punches (work only at close range)
- c) Termination switch (on back of robot)
- d) Gravity switch (triggered when Knight is tipped over)



NOTE: Knight must receive power beam in order to obey the King's controller!

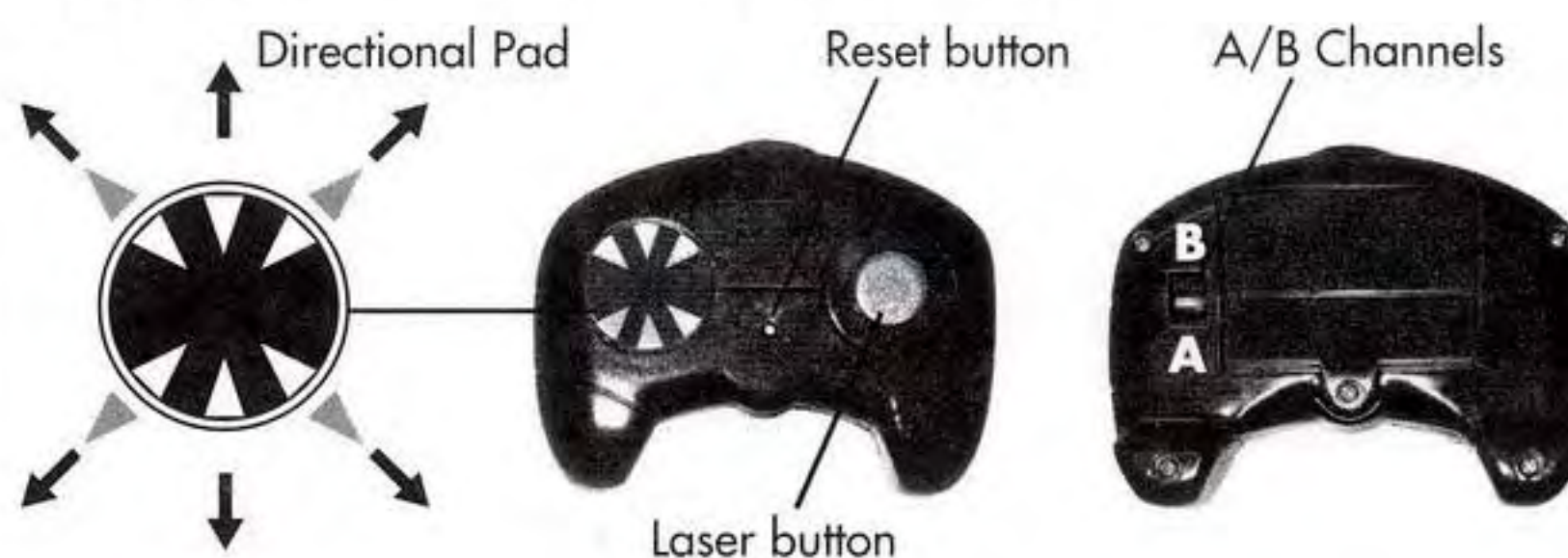
DIDN'T WORK?

- Make sure Knight is facing the King. (fig.A)
- Make sure the remote button of the Knight is not pushed accidentally.
- Turn robot off, then on and repeat power beam process.
- See troubleshooting grid.

FIGHT SOLO

• POWERING UP

1. Use brand new alkaline batteries. Insert 4 AA alkaline batteries in robot. Insert 3 AAA batteries in remote.
2. Turn Knight on. He will say "Slugnoid on-line."
3. Now grab remote, you're ready for battle!



• BATTLING

1. Use laser and direction buttons to control your Knight. Battle against other Knights by firing lasers and trying to hit their deactivation switch!

NOTE: Your Knight works at a basic level. For MORE power, power up your Knight with King Slugnut! See "Fight for your King" section above to learn how!

NOTE: Knight must power up in order to obey the King's controller!

TROUBLESHOOTING:

KNIGHT WON'T RESPOND TO KING'S REMOTE	<ul style="list-style-type: none"> • Be sure you are pushing and holding the proper A/B button. • Knights are high-energy toys. It may be necessary to replace batteries after 1 hour of continuous play. • For best results, operate remote within 8 feet of robot at all times and always aim at Knight's head. • The Knight may not have been powered up properly. Turn Knight and King off, then on, and repeat power up process.
ROBOT KEEPS DEACTIVATING	Be careful not to tip robot or touch the terminate switch when powering him up! If deactivated, he will say "Slugnoid off-line." Turn off then on and repeat power up.
ROBOT WON'T PUNCH	Knights do not have automated punches. They emit short IR beams that register as a punch when close and moving face to an opponent.
INCONSISTENT RESPONSES WHEN BATTLING WITH ORIGINAL RUMBLE ROBOTS	In order to be compatible with the Invasion series robots, the original Rumble Robots must be set to channel "A."

READ YOUR RUMBLE ROBOTS INSTRUCTION BOOKLET FOR FULL INSTRUCTIONS!

QUESTIONS: CUSTOMER SERVICE TOLL FREE AT
M-F 9AM-5PM CST, OR E-MAIL THEM: **1-800-771-1810**
customerservice@trendmasters.com
OR VISIT OUR WEBSITE: www.rumblorobots.com