



MISSILE STRIKER

Contents: 1 Battle Machine, 3 Foam Missiles, 1 Remote Control and Instructions

- ▲ Do not pick up when vehicle is in motion.
- ▲ Do not drive toward people, animals, walls, furniture or breakable objects.
- ▲ Collisions at high speed may cause damage and/or injuries.
- ▲ Do not operate near stairs or in areas that may result in a high fall as damage may occur.
- ▲ Do not operate in sand or loose soil as small particles may cause damage.
- ▲ Remove all packaging attachments before giving the toy to a child.
- ▲ Not suitable for children under 3 years due to small parts that could be swallowed.
- ▲ Keep fingers, hair and loose clothing away from tires and wheels.

WARNINGS:

Batteries are harmful if swallowed. Please keep away from children. **Battery Disposal:** Dispose of batteries according to the local laws and regulations of your region. Some batteries may be recycled, and may be accepted for disposal at your local recycling center. If you are not able to identify the applicable rules in your area, please check the instructions of the battery manufacturer.

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.

CAUTION: 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 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.

CAUTION: Do not aim VMD battle machines at people or animals. Use only the darts and/or missiles designed for use with this product. Do not modify the darts, missiles or the vehicle. Adult supervision recommended.

Conforms to product safety standards ASTM F963. Keep instructions for future reference. Do not discard.

BATTERY CAUTIONS:

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Different types of batteries or new and old batteries are not to be mixed.
- Batteries are to be inserted using correct polarity.
- Remove exhausted batteries as soon as possible and discard properly.
- Remove all batteries from compartment if toy is not used for a long period (seven months).
- The supply terminals are not to be short circuited.
- Never throw batteries in a fire or attempt to open the outer casing.

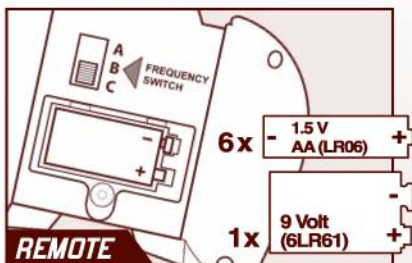
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INITIAL SET UP

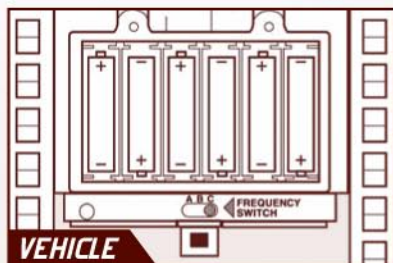
1

Loosen screws in vehicle and remote battery compartment doors and insert batteries as shown. Replace doors and tighten screws.



2

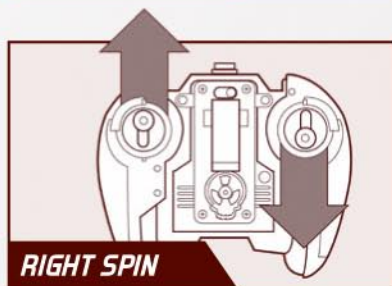
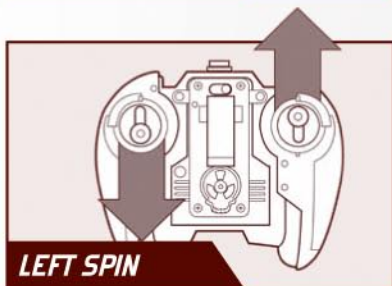
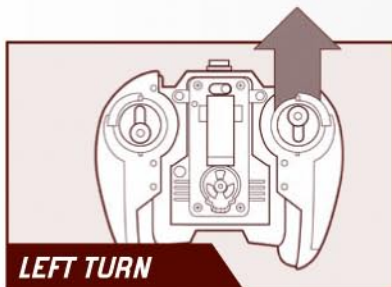
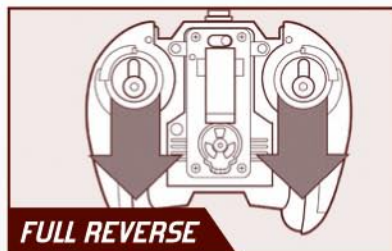
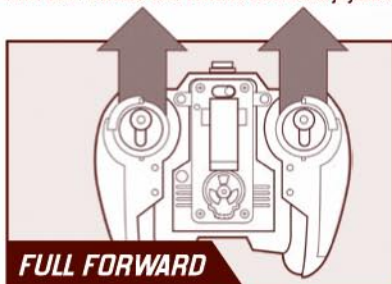
Set both vehicle and remote frequency switches to same setting. If a second VMD battle machine is being used nearby, set to a different frequency.



NOTE: Both vehicle and remote must be turned OFF then ON again after changing frequency settings.

DRIVING MISSILE STRIKER:

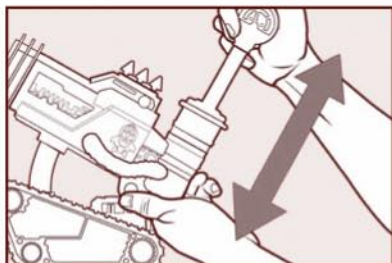
Turn both vehicle and remote ON. Dual joystick control is intuitive and easy to drive!



LOADING & FIRING MISSILES

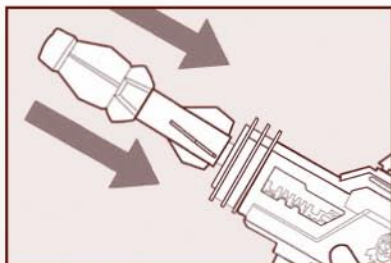
1

Turn OFF vehicle power. Pump compressor knob while supporting base of pump. Pump until desired pressure is achieved—Do not over pump.



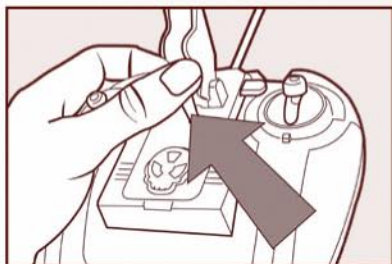
2

Slide foam missile completely over vehicle barrel. Turn ON vehicle power.



3

Flip remote ARMING switch forward to enable firing mechanism. Skull lights up when vehicle is armed!



4

Drive and aim vehicle. Press controller FIRE button to launch missile!

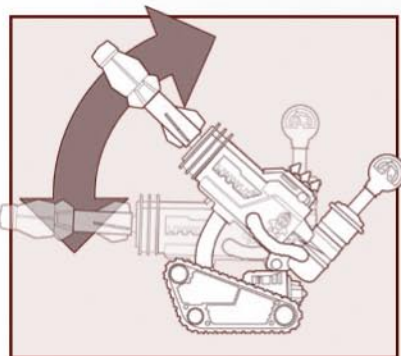


CAUTION:

- ▲ Do not ARM weapons while driving. Only ARM when you are ready to shoot.
- ▲ Point vehicle away from face when loading missile or pumping vehicle.
- ▲ Never aim at face, even when unloaded.
- ▲ If pump or barrel becomes damaged, discontinue use to avoid risk of projecting broken parts.

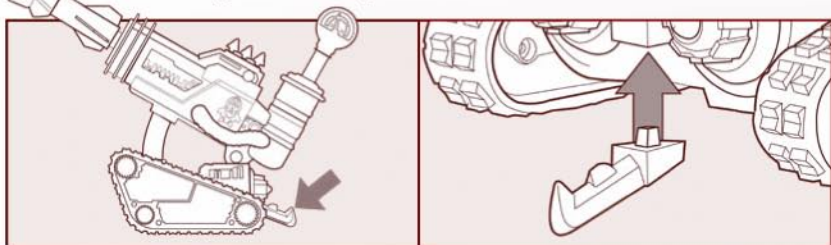
ADJUSTABLE TRAJECTORY

Maximize firing range by adjusting trajectory. Pivot body up or down as desired.



OPTIONAL WHEELIE BLADE

Missile Striker's missiles are so powerful they may tip the vehicle over when firing at extreme trajectories. You may install or remove the wheelie blade as desired.



AUTO SHUTDOWN

If continuously driven for an long period of time, vehicle may Auto Shutdown to prevent overheating. Simply turn vehicle off, allow a couple minutes for cooling, then turn vehicle back on to resume function.

TROUBLESHOOTING

PROBLEM	SOLUTION
Vehicle is unresponsive or behaving erratically	<ul style="list-style-type: none">• Ensure BOTH vehicle and remote have fresh batteries and are switched on.• Ensure BOTH vehicle and remote are set to the same frequency.• Try changing BOTH vehicle and remote to a different frequency setting.• Ensure antenna is fully extended on the remote and you are sufficiently close to the vehicle.• Electronic interference may be caused by another source. Turn BOTH vehicle and remote off for 30 seconds then turn them back on and try again.
Missile is not firing	<ul style="list-style-type: none">• Ensure missile is completely covering the vehicle barrel.• Ensure that the pump has been sufficiently pumped with enough pressure.• Ensure that the remote ARMING switch has been pressed forward (The skull light will be illuminated) when pressing the FIRE button. The missile will not launch unless both are activated.
REPLACEMENT ANTENNA REPLACEMENT MISSILES	Should the controller antenna become damaged, DO NOT RETURN TO YOUR LOCAL RETAILER. Contact Skyrocket Customer Support for replacement instructions. Replacement missiles also available.

Questions or Comments?

www.GiftOfDestruction.com/support

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