

| Symptom | Diagnostic | Possible Problem | Solution |
|----------------------------------|---|---|---|
| Car Problem | • "Auto Pilot" mode does not run. | • Weak Batteries* | • Use fresh 4 AA "Alkaline" batteries. |
| | • "Auto Pilot" mode running OK but at "ON" mode, car does not respond to Controller (cannot shoot laser.) | • Weak Batteries* | • Use fresh 4 AA "Alkaline" batteries |
| | | • Frequency/Band Synch. | • Both Car and Controller has to be at the same frequency (27 or 49 MHz) and at the same Band (A, B, or C) |
| | • Car can shoot laser but cannot do one of the movements (turn left/right or run for/backward) | • Controller Problem | • See "Controller Problem" |
| | | • Weak Batteries* | • Use fresh 4 AA "Alkaline" batteries |
| | • Car upside down run but cannot run when wheels touch ground | • Controller Problem | • See "Controller Problem" |
| | | • Physical Obstruction | • Remove anything stuck on the wheels |
| • Car re-set itself | • Weak Batteries* | • Use fresh 4 AA "Alkaline" batteries | |
| • Car run slower or not powerful | | | |
| Controller Problem | • LED light <u>not</u> turn "ON" | • 9 V Battery Problem | • Use fresh 9V Battery; ☒ The tips of the battery are too short to connect. Use different brand of battery or insert a piece of paper on the button of battery. |
| | • Sometimes not smoothly controlling | • Weak 9 V Battery | • Use fresh 9V Battery |
| | | • Transmission Signal Problem | • Use antenna "sleeve" to straight up the antenna. • Change location to play (due to environmental signal interference.) |
| | | • Playing method | • This controller is not hobby grade "Digital" type. Play it as a toy. |
| | • No function at all | • Frequency/Band Synch. | • Both Car and Controller has to be at the same frequency (27 or 49 MHz) and at the same Band (A, B, or C) |
| | • Missing one of the functions (turn left/right or run for/backward) | • Car Problem | • See "Car Problem" |
| • Battery cover cannot be closed | • Wrong Direction | • 9V battery is inserted wrong direction. Try + / - different direction. | |
| | • 9V battery | • Use different brand of 9V battery. (The tips of battery may be used or too wide.) | |
| Misc Problem | • Missing antenna sleeve | • Sleeve was taped on the inner wall of package. No extra to send out. Try buy from the local hobby shop. | |
| | • How many cars can play at the same time | • 6 with both 27MHz x 3 bands and 49MHz x 3 bands. | |
| | • Searching for certain type of car | • Various cars are rolling out in Single pack, please check the local hobby stores for fresh shipment. | |
| | • Warranty Period | • Manufacturer's Limit Warranty for 60 days from the date of purchase. | |

*Battle Machines Cars require steady voltage and current to function powerfully. Non-Alkaline type battery (zinc or aluminum) cannot maintain steady voltage and current, the car may re-set itself constantly. A fresh set of battery usually can continuously run for 45 to 60 minutes.