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Multi-channel I/R Remote Control Box

1. Product Introduction:

   a) It is four channels I/R remote control box.
      Set up the different channels by switching the left-hand slide switch.

   b) By using infrared, the unit can control 2 motors to turn forward and backward.

   c) Four teams can play together by setting different channels.

   **Power source required:**
   Voltage / Electronical / Mechanical: 1.5V "AA" x4 batteries (not included)

2. Tools You May Need:

   - Long Nose Pliers
   - Diagonal Cutter
   - Screwdriver
   - AA Battery (4pcs)

3. Mechanical Parts List:

   **P1 Battery terminal-1**
   Qty: 2 pcs

   **P2 Battery terminal-2**
   Qty: 2 pcs

   **P3 Battery terminal-3**
   Qty: 2 pcs

   **P4 Tapping screw**
   Qty: 4 pcs (2.3x7)

   **P5 Tapping screw**
   Qty: 4 pcs (2.6x7)

   **P6 Finished PCB**
4. Plastic Parts:

5. Mechanical Assembly:

1. Bend down the tag

2.
3

Turn ON the power switch (SW8 to right position), uses 4pcs P4 to screw the PC board tightly until the red LED become to light.

4

5

A2

B1

B6 B7

B4

B5
Finished Product

Infrared Transmitting Module

Shooting Button

Control Buttons

Channel Selecting Switch

Power Switch

Power Indicator
SPACE NINE

1. Product Introduction:

Space Nine an eight-legged star explorer, use remote control to have it moves and turns. The Space Nine can walk on the rough surface, turn left, right and even cross rocks. When it moves, its first and third leg on one side of its body move with the second and fourth leg on the other side. Create a moon surface for Space Nine to explore and enjoy the fun.

Power source required:
1.5V "AAA" x4 batteries (not included)

2. Tools You May Need:

<table>
<thead>
<tr>
<th>Long Nose Pliers</th>
<th>Diagonal Cutter</th>
<th>Screwdriver</th>
<th>AAA Battery (4pcs)</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Pliers" /></td>
<td><img src="image2" alt="Cutter" /></td>
<td><img src="image3" alt="Screwdriver" /></td>
<td><img src="image4" alt="Battery" /></td>
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</table>

3. Mechanical Parts List:

<table>
<thead>
<tr>
<th>P1</th>
<th>Gearbox</th>
<th>Qty</th>
<th>P2</th>
<th>Bevel Gear(round hole)</th>
<th>Qty</th>
</tr>
</thead>
<tbody>
<tr>
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<td>4</td>
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</table>

<table>
<thead>
<tr>
<th>P3</th>
<th>Bevel Gear(hex hole)</th>
<th>Qty</th>
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<tr>
<th>P4</th>
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<tr>
<th>P5</th>
<th>Tapping Screw</th>
<th>Qty</th>
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<tr>
<td></td>
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<td>16  (3x7mm)</td>
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<th>P6</th>
<th>Tapping Screw</th>
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<td>8   (3x20mm)</td>
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<th>Washer</th>
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<tr>
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<th>Nylon Cap</th>
<th>Qty</th>
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<tr>
<th>P11</th>
<th>Battery Holder</th>
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<th>Wire Tie</th>
<th>Qty</th>
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</table>

| P13  | Printed Circuit Board | |
|------|------------------------|
4. Plastic parts:

5. Mechanical Assembly:

1. P1x2
   P2x2
   Reverse

2. P5x8
   E1x2

3. P5x4
   Yellow / Green Wire
   Orange / Blue Wire

Note to put the motor with yellow/green wires on the left side and motor with orange/blue wires on the right side.

4. P4x2
   Same process for total 2 pieces
   X2
   E2

Note to hammer the P4 shaft to the bottom of E2.

5. P4x2
   Same process for total 2 pieces
   X2
   E2

Note to hammer the P4 shaft to the bottom of E2.
25 Wiring Assembly

26

27

28

29 Finished Product
6. How it works:

1. I/R Remote Control Box:
   Select the channel first by sliding the left-hand switch to A, B, C or D. Then turn the power switch on, the red LED will light. (The channel won’t be changed once the power is on.)

2. SPACE NINE:
   The SPACE NINE built-in receiver module and it will learn the channel from the remote control box. Switch the power to 'ON', the red LED will flash, then point the Remote Control box direct to the SPACE NINE, push any button of the remote control box for 3 to 5 seconds. When the flashing LED on the SPACE NINE become to light, it means your SPACE NINE receive the signal from remote controller and the channel has been setup already.

3. The SPACE NINE can have 8 different movements. See below chart, you can try to control the SPACE NINE walks toward the way you want by pushing the round buttons on the remote controller. Practice it more, you will be familiar soon.

4. The SPACE NINE needs to learn the channel from remote control box every time when you turn on the power.

5. If there are 2 or more players (maximum for 4 players), please note to set up the channels one by one. Make sure the other SPACE NINE are power off when one player is setting up the channel. But if your SPACE NINE has learned the channel already, leave the power 'ON', it won’t learn another channel again.

6. To reset a different channel, both the remote control and the SPACE NINE need to turn off the power first, then follow the step 1 & 2 again.

7. Trouble shooting:

1. I/R Remote Control Box
   Check if the battery terminals are contacting properly to the PCB, also check if the batteries are inserted correctly. Make sure the PCB screwed tightly to the case (Refer to figure 3 on page 3).

2. SPACE NINE
   Ensure all wiring is correct.(Refer to figure 23 on page 11)
8. Circuit Diagram:

Space Nine

Remote Control Box