

POWER GLADIATORS™

INSTRUCTIONS

ASSEMBLY

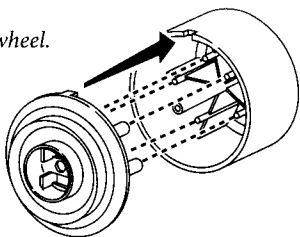
Carefully remove all parts from the runners and the plastic bags. Discard the runners and bags.

Front Wheels

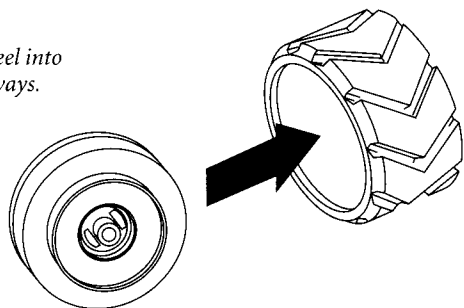
Each robot has two front wheels. Assemble the front wheels as shown in Figures 1A and 1B. Make sure tire treads are pointing in a "V-shape" as shown when assembling left and right wheel.

FIGURE 1A
Right Front Wheel

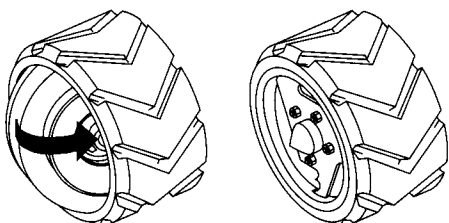
Step 1
Assemble 2-part wheel.



Step 2
Push wheel into tire sideways.



Step 3
Twist wheel inside tire until it fits inside as shown at right.

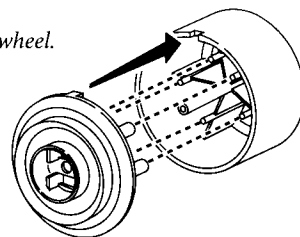


For 2 Players

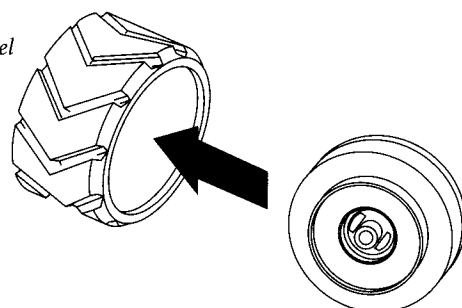
Contents: 2 radio control robots (to be assembled),
2 radio controllers, 2 lances, 2 swords, 2 shields,
2 clubs, 2 label sheets.

FIGURE 1B
Left Front Wheel

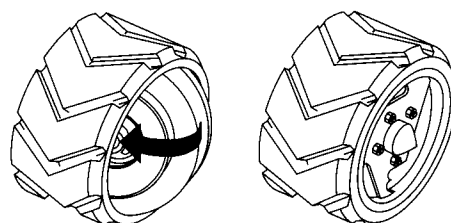
Step 1
Assemble 2-part wheel.



Step 2
Push wheel into tire sideways.



Step 3
Twist wheel inside tire until it fits inside as shown at right.



Body

Attach parts to the robots as shown in Figures 2 and 3.
Make sure all parts are firmly attached to robots as shown.
Important! Do not attach heads to robots at this time.

FIGURE 2
Red Robot

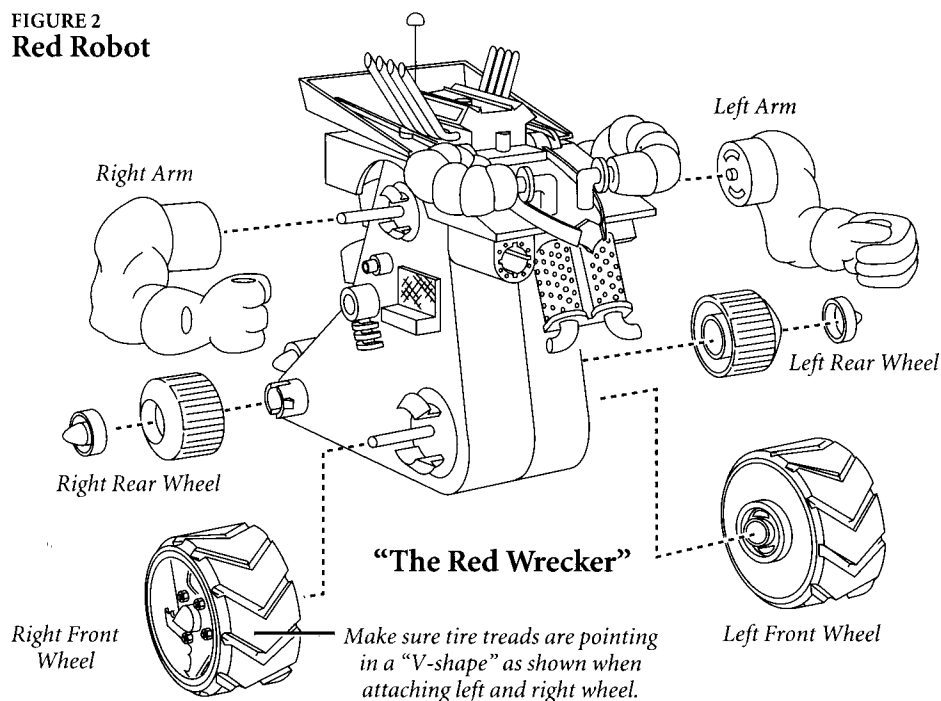
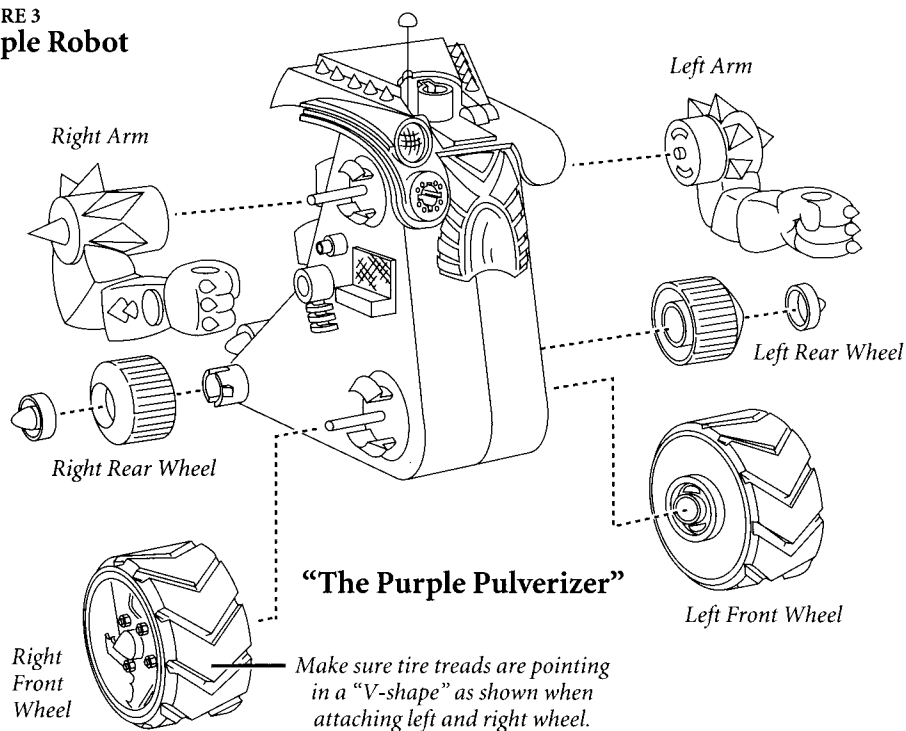


FIGURE 3
Purple Robot



Heads

2

Assemble both robots' heads as shown in Figures 4 and 5.
Important! Do not attach the heads to the robots at this time.

FIGURE 4
Head for The Red Wrecker

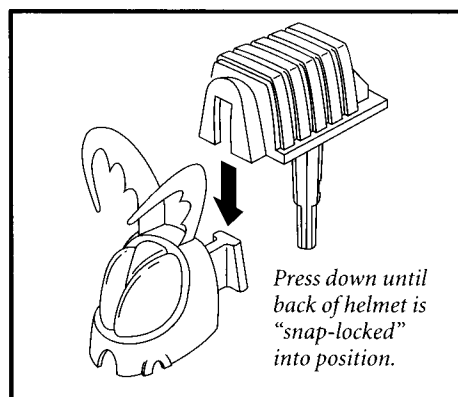
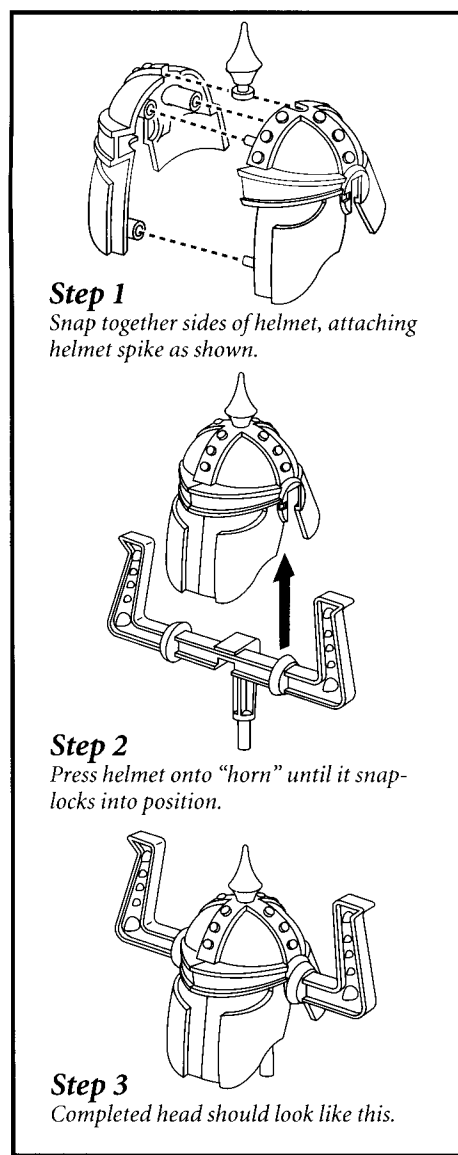


FIGURE 5
Head for The Purple Pulverizer



Labeling Robots and Controllers

Carefully attach labels to each robot as shown in Figures 6 and 7.

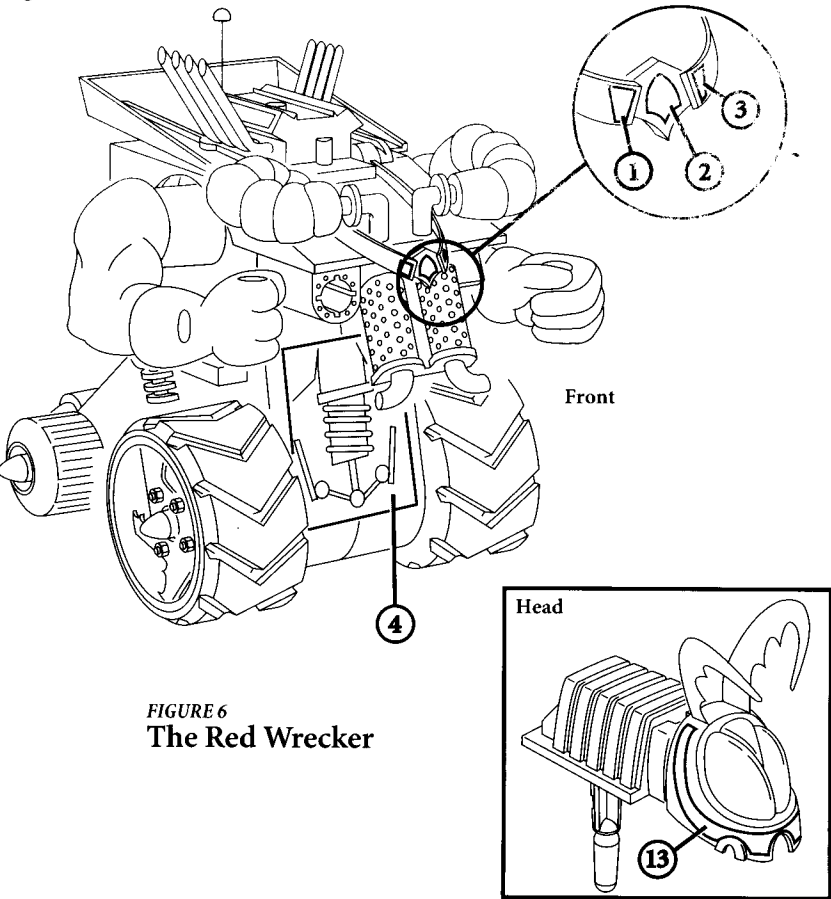
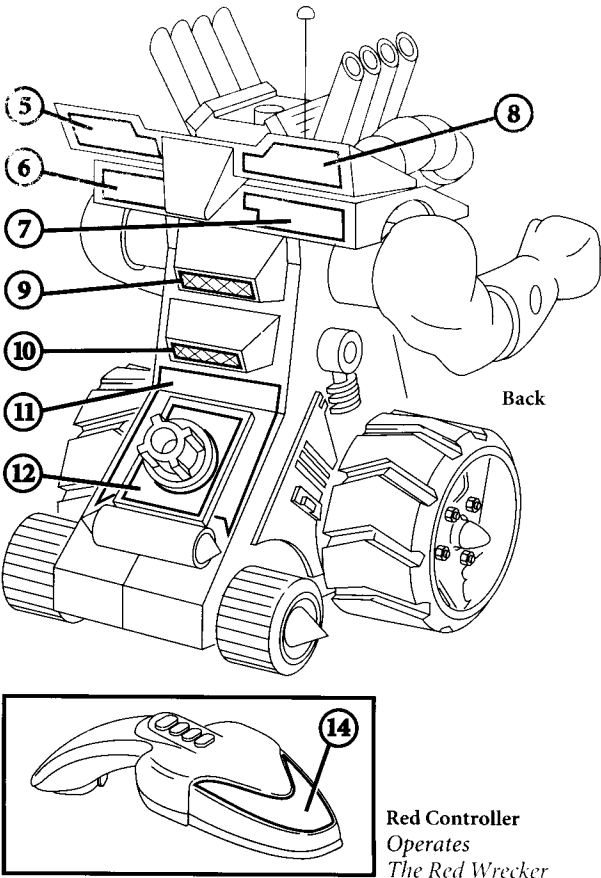


FIGURE 6
The Red Wrecker



Red Controller
Operates
The Red Wrecker

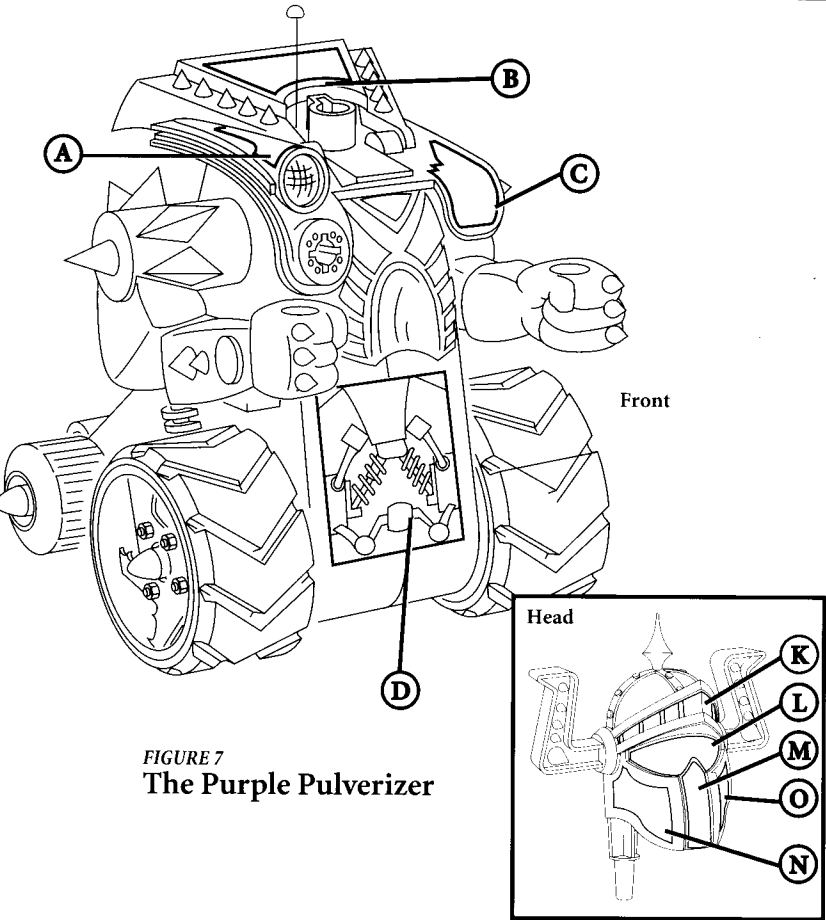
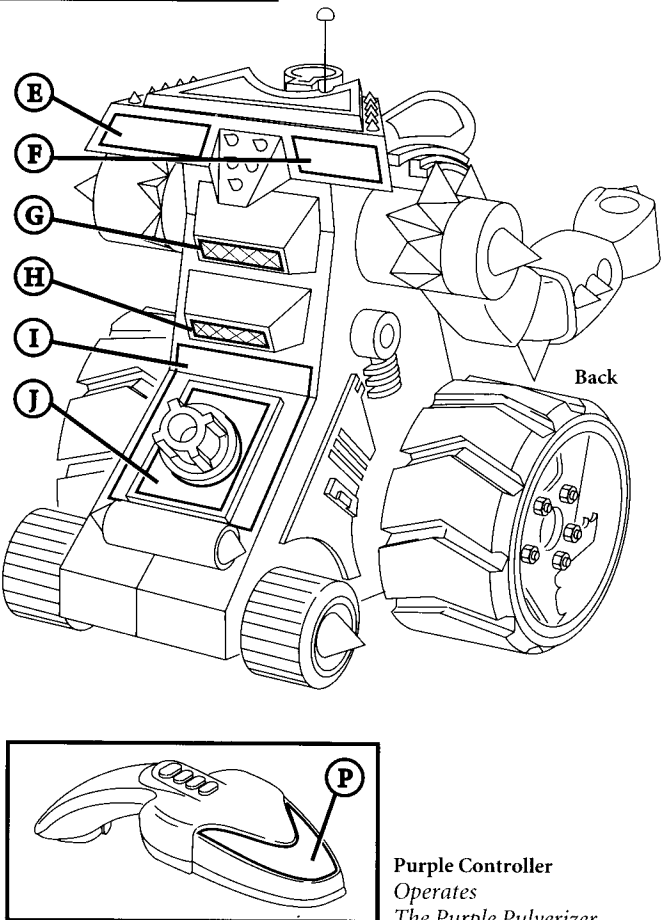


FIGURE 7
The Purple Pulverizer



Purple Controller
Operates
The Purple Pulverizer

Attach Heads

Carefully insert each head onto its matching robot as shown in Figures 8 and 9. Then press down on the heads until they lock into place.

FIGURE 8
The Red Wrecker

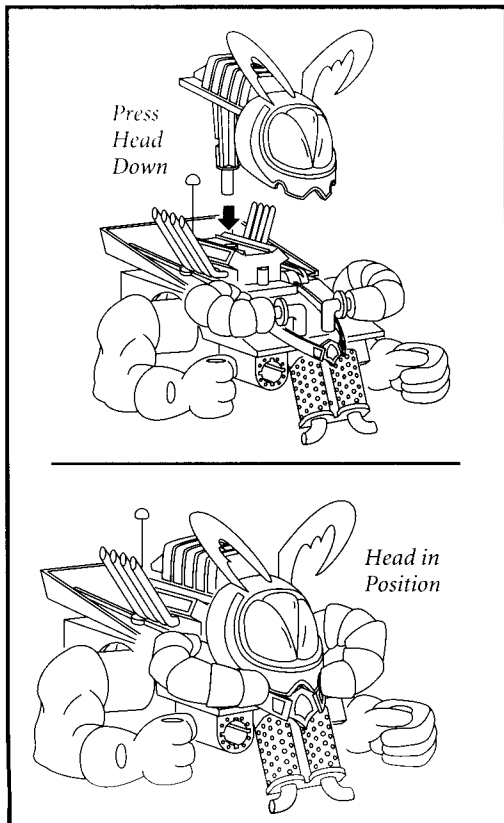
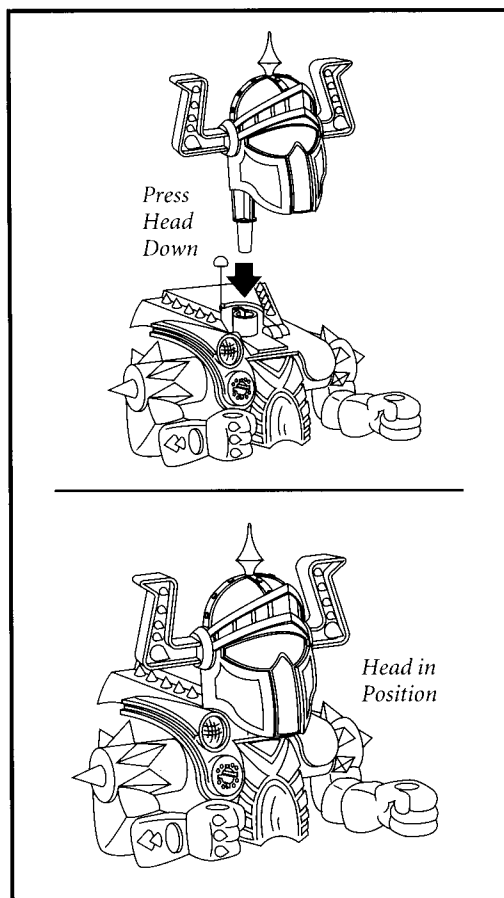


FIGURE 9
The Purple Pulverizer



Testing the Strike Plates

Use your hand to press in on the strike plates on each robot. See Figures 10 and 11. Each robot's head should pop off.

FIGURE 10
The Red Wrecker

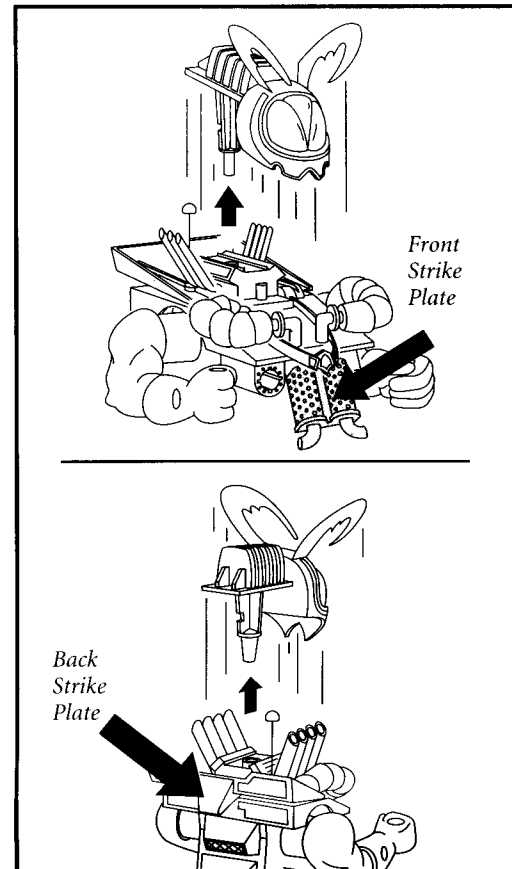
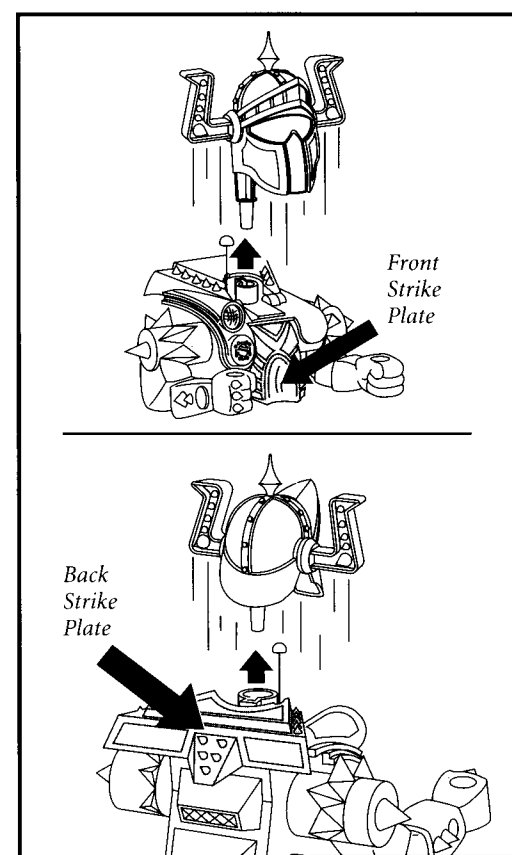
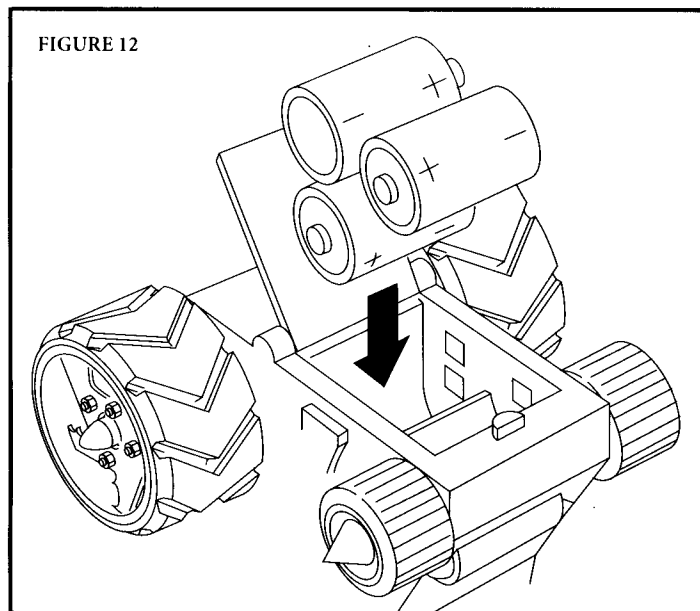


FIGURE 11
The Purple Pulverizer

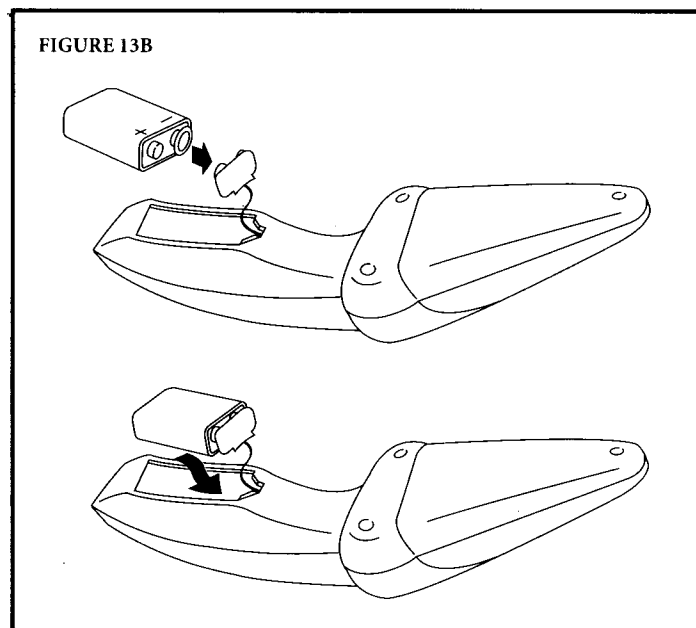
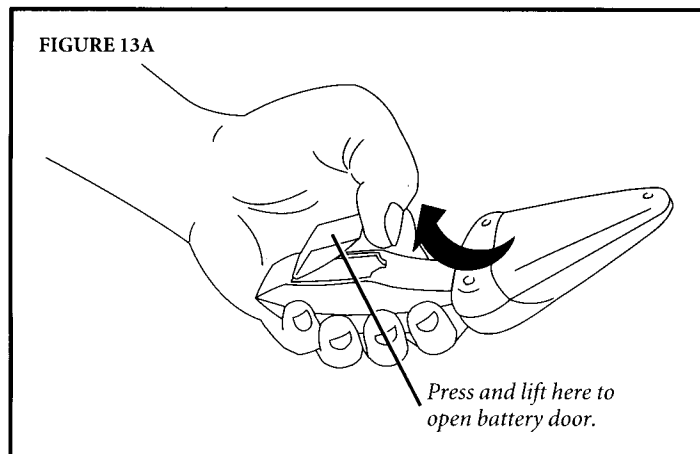


Battery Installation

Robots: Remove heads from robots before inserting batteries. Three “C” size alkaline batteries are required for each robot. Open the battery compartment door located on the bottom of each robot and insert batteries as shown in Figure 12. Be sure to match up the (+) and (-) symbols as shown. Then close the battery compartment door.



Controllers: One 9-volt alkaline battery is required for each controller. Open the battery compartment door located on the underside of each controller handle and insert one 9-volt battery as shown in Figures 13A and 13B. Then close the battery compartment door.



Test the Batteries

1. Choose one robot and insert its matching head as previously described. The robot should immediately begin rotating with its arms swinging.
2. Press and hold down the button on the matching color controller and the robot should move forward. Release the button and the robot should begin rotating again. If this does not happen, the batteries may be weak or improperly installed.
3. Stop the robot by pressing on either one of the strike plates with your hand until the robot's head pops off.
4. Follow the same procedure for the second robot.

Caution! Batteries may leak if improperly installed. Remove batteries when game will not be used for an extended time. Never mix battery types.

Rechargeable Batteries

Rechargeable batteries may also be used to operate the robots. Performance may vary from alkaline batteries. **Caution!** Do not mix battery types. Do not use rechargeable alkaline batteries with rechargeable nickel-cadmium batteries. Do not use standard or alkaline batteries with either kind of rechargeable batteries. This may result in damage to the robots.

Object of the Game

Robots battle to knock each other's head off and collect weapons!

Setup

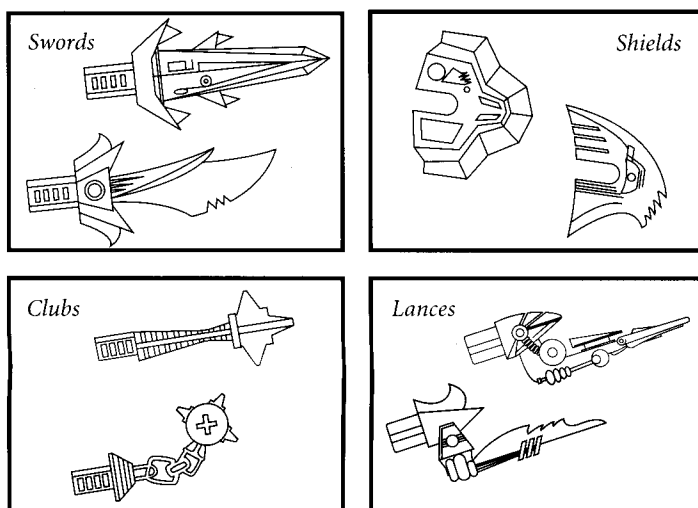
Where to Battle

Power Gladiator robots work best on hard floors. Do not use them outdoors. Never operate robots near sand or water. These hazards can impair performance or damage robots.

Choose Your Weapons

Divide up all the weapons so that each player has one lance, sword, shield and club. See Figure 14.

FIGURE 14 Weapons



Arming Your Robot

Weapons may be attached to the robots in a variety of ways. The examples shown in Figure 15 apply to both robots. Try weapons in different positions to find what works best for you.

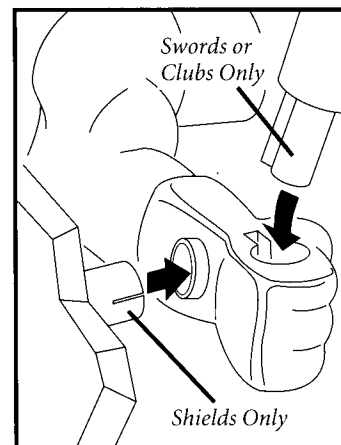
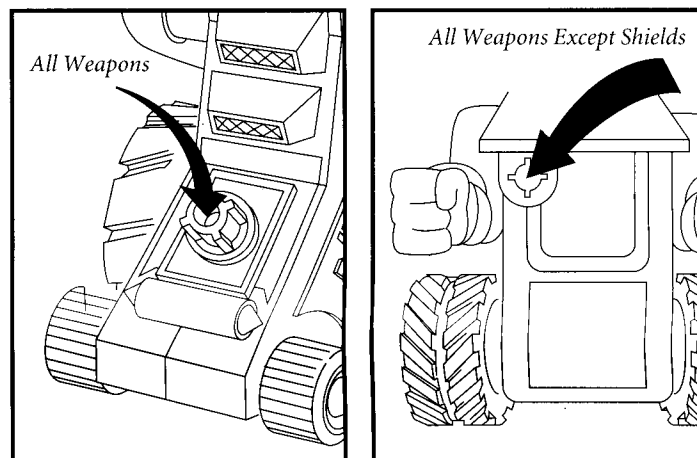
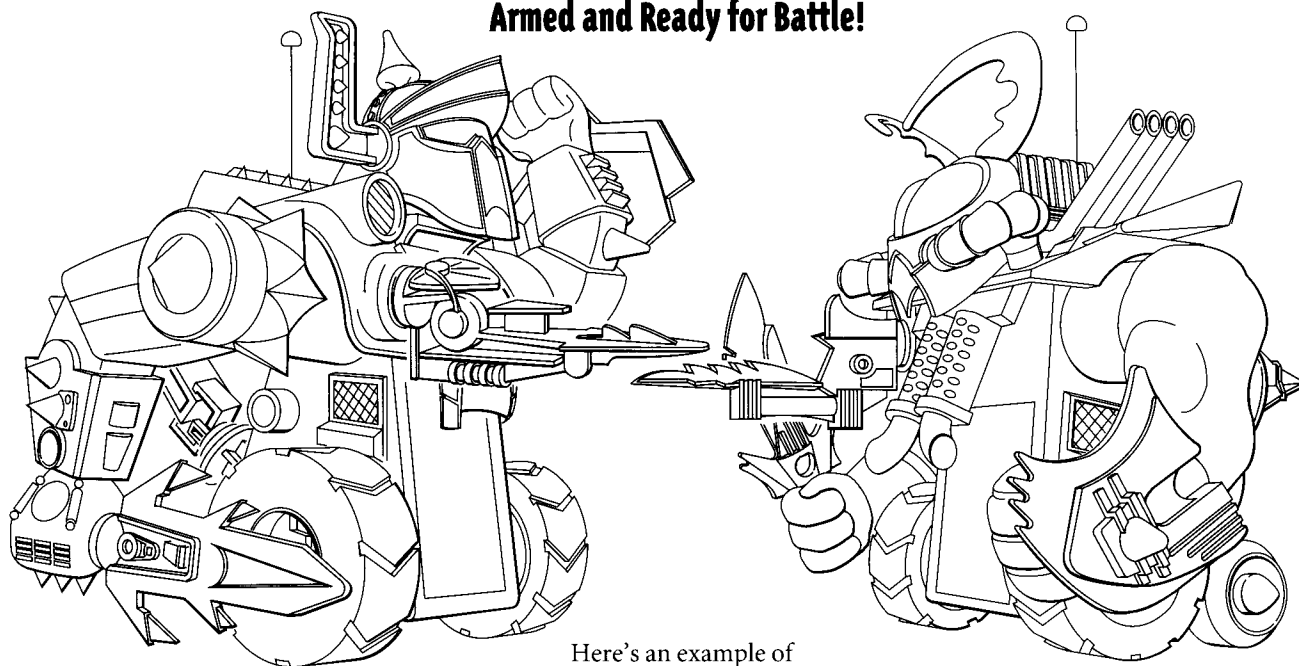


FIGURE 15



Armed and Ready for Battle!



Here's an example of how to arm your robots. Experiment with other possibilities to find what works best for you.

How to Play

Robots battle round by round, trying to knock each other's head off and collect weapons. Here's how:

1. Place robots on the floor facing each other, about two to three feet apart. **Note:** Robots are designed to operate up to eight feet away from the controllers.
 2. Push your robot's head down into position. Your opponent does the same. The robots will begin rotating with their arms swinging.
 3. Using your controller, quickly press and hold down the controller button to make your robot move forward. Your opponent does the same. Let go of the button and your robot will rotate in place. By pressing and releasing the controller button, you can make your robot move in different directions.
 4. **Attack!** Use your robot's swinging arms and weapons to try to hit either one of your opponent's strike plates and pop its head off.
 5. **Heads up!** As soon as either robot's head pops off, the round is over. If your robot is the one that "lost its head," you must remove one weapon of your choice from your robot and give it to your opponent. Your opponent wins the weapon and places it out of play.
- Weapons that are attached to a robot may be moved around into different positions between rounds. However, no more than four weapons may be attached at one time and weapons won during battle must always be placed out of play.
- If a weapon *falls off* your robot during battle, you must give it to your opponent. Your opponent places the weapon out of play and counts it toward winning the game.
- Note:** If both robots' heads pop off at the same time, press the heads back down and continue battling until one player wins the round.
6. Continue battling round by round until one player collects all four of the opponent's weapons. The game is then over.

Winning the Game

The first player to collect all four of the opponent's weapons wins the game!

Gameplay Hints

1. During an intense battle, the robots' arms may become interlocked with each other and stop moving. When this happens, simply pull the robots apart and continue battling.
2. Occasionally during gameplay, your robot may fall forward. If this happens, simply hold down the controller button and the robot will use its swinging arms to right itself. (Or, if you wish, you may simply lift the robot back up.)
3. To improve battery life, do *not* let the robots continue to spin between rounds of play.

Advanced Gameplay

Your goal is to capture all four of your opponent's weapons. Gameplay is the same as described at left, with the following exception:

If you win a round of play, take the weapon your opponent gives you and attach it to your own robot, if there is room for it. If not, then place it out of play. **Robots may hold up to six weapons in advanced play.**

Note: As in regular play, if a weapon *falls off* your robot during battle, you must give it to your opponent. Your opponent places the weapon out of play. (Fallen weapons *cannot* be used again in battle, but they do count toward winning the game.)

Other Ways to Play

There are many other ways to battle with your Power Gladiators! Use your imagination! For example, scatter all the weapons on the floor and fight for your favorites! Each time you knock your opponent's head off, you pick one weapon of your choice. First player to collect four weapons wins!

Troubleshooting Checklist

Erratic operation of robots may be caused by interference from:

- * Other radio control vehicles in the area.
- * Signals from infant monitors or cordless telephones.
- * Nearby metal objects such as appliances and baseboard heating.
- * CB radios.
- * High voltage wires.
- * Metal-framed buildings.
- * Fluorescent lighting.

If your robots are not functioning properly, please check the following:

- * Make sure the robot is within 8 feet of the controller.
- * Check to see if the batteries have been properly installed. Robots will not operate if batteries are installed in the reverse position or if they are not making proper contact with the battery compartment terminals.
- * The radio receivers in your robots and controllers are sensitive instruments. Do not use robots outdoors. Never operate robots near sand or water. These hazards can impair performance or damage the product. Robots should be operated in temperatures between 40° and 95° F. Do not leave robots or controllers near sources of heat, extreme cold, or in direct sunlight for long periods of time. Temperature extremes may affect performance or cause damage.

Check or change batteries when any of the following occurs:

ROBOT: The normal operating speed slows down considerably.

CONTROLLER: The robot responds poorly to the controller.

Note: This may also occur if the robot is near metal objects which cause interference. Before changing batteries, try moving the robots to a different location.

Questions? Call 1-800-55-ROBOT

If you have any questions or need additional information concerning this product, please call 1-800-55-ROBOT, Monday through Friday, 8:00 AM - 5:00 PM Eastern Time.

Lose Your Weapons?

To order a complete set of weapons (2 swords, 2 shields, 2 clubs and 2 lances), send your request along with your name, address and check or money order for \$3.95 to:

*Milton Bradley Company, Attn: Consumer Affairs,
P.O. Box 693, Pawtucket, RI 02862-0693*

Rhode Island and California residents must add applicable sales tax. Make checks payable to **Hasbro Promotions and Direct**. Postage and handling included. Please allow 6 weeks for delivery.

90-DAY LIMITED WARRANTY

This game is warranted by Milton Bradley to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries excluded).

This warranty is void if this game has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for incidental and/or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, this game will be repaired or replaced with a reconditioned product of an equivalent value (at Milton Bradley's option) without charge to the purchaser when returned with a dated sales receipt, shipping prepaid to the address listed below. In the event that this game is replaced, the warranty on the replacement will be continued for 90 days from date of repair.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. After the 90-day warranty period has expired, Milton Bradley shall, for a period of one year from the date of purchase, either repair your product or replace it with a reconditioned game on the condition that you return the product, shipping prepaid, to the address listed below along with dated sales receipt and your check or money order in the amount of \$10.00. Milton Bradley shall not be obligated to perform this service if this game has been abused, misused, improperly serviced or damaged due to accident.

GENERAL INSTRUCTIONS

Important — Before returning this game for repair, we recommend that you test your product with fresh, alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS

Please read carefully and retain this important information for future reference.

Remove the batteries — Do not return them.

If the original packaging is available, repack this game in its packing and box. If not available, wrap carefully, making sure to surround the product with adequate padding. If the 90-day warranty period has expired and your purchase date is still within our one year time limit, send in the unit along with your check or money order in the amount of \$10.00 and a copy of your dated sales receipt. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the game.

*Milton Bradley Consumer Returns
60 Delta Drive, Pawtucket, RI 02862*

FCC STATEMENT

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 television or radio reception. It 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. However, there is no guarantee that interference will not occur in a particular installation. If this game 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 the receiver.
- * Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- * Consult the dealer or an experienced radio / TV technician for help.

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.

