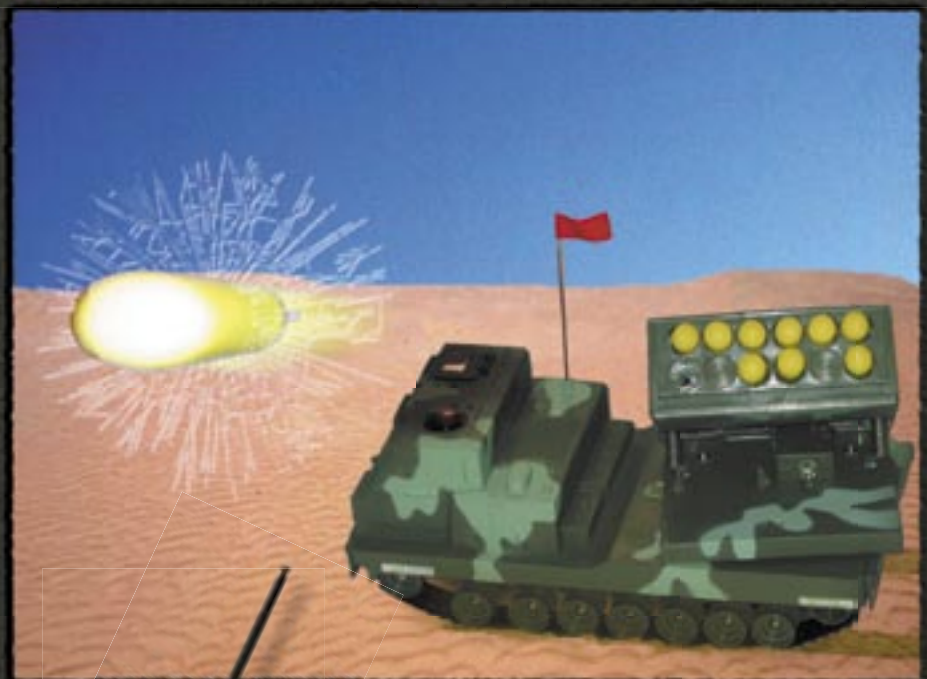


mega

# MISSILE LAUNCHER<sup>®</sup>



[www.megatech.com](http://www.megatech.com)  
Entire contents © Megatech

If you have questions about operating or installing your new Megatech product, or if you are missing parts... Please Call Megatech First!

## **DO NOT RETURN THIS PRODUCT TO THE STORE**

*Call our Customer Service Department at:  
(201) 662-2800*

*10:00am - 5:00pm, EST Monday through Friday (except holidays)*

Technical assistance is also available on-line at [www.megatech.com](http://www.megatech.com) or by e-mail to [questions@megatech.com](mailto:questions@megatech.com)

**Greetings Commander.** Your assignment is to protect the neighborhood. To help assure the success of this mission, you will be fully instructed in the proper use of your Mega Missile Launcher. This new, top-secret weapon is part of the Peace Keeper series from the arsenal of Megatech. It packs a ton of classified technology, enabling it to race forward or back, turn in either direction, make 360° turns, climb 30° slopes and cross rough terrain or obstacles. Your turret elevates into position and rotates 350° to launch up to 10 missiles with realistic lights and sound effects.

**Please read this entire manual carefully before your first mission with the Mega Missile Launcher.**

If you experience any problems, DO NOT take your Mega Missile Launcher back to the store! Call one of our MegaTechnicians at:

1-888-MEGA-911 or send an e-mail to: [info@megatech.com](mailto:info@megatech.com)

*10:00am-5:00pm EST, Monday through Friday (except holidays)*

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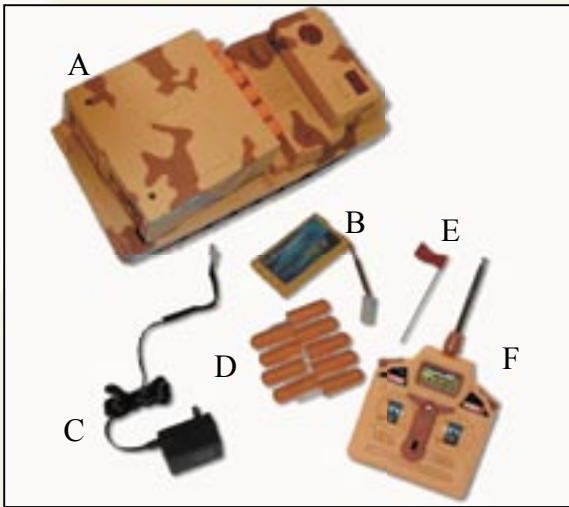
**Important! Before you begin, please read the warnings listed on the following page. Failure to comply with the following recommendations could lead to bodily harm or injury. The Megatech Mega Missile Launcher is not intended for those under 6 years of age without proper adult supervision.**

Please read before operating your Mega Missile Launcher.

## Getting Acquainted with Your Mega Missile Launcher

### PACKAGE CONTENTS

Before going any further Commander, please check that your Mega Missile Launcher package contains all of the following items, using the picture below as a guide:



A. Mega Missile Launcher

B. Battery Pack

C. Battery Charger

D. Foam Missiles

E. Flag/Antenna Guard

F. Radio Transmitter

If any of these items are missing from your package, please contact Megatech.





## Safety Warnings



- Do not touch the plug or socket with wet hands to avoid electric shock.
- Unplug the charger when finished charging the battery.
- Improper use of battery may lead to overheating, breakage or leakage.
- Do not expose battery to water, fire or extreme temperatures.
- Do not overcharge the battery!
- When finished using the vehicle, turn the power switch to the “off” position and take the battery out of the vehicle.
- Turn on the remote controller before turning on the vehicle.
- Turn off the vehicle before turning off the remote controller.
- Do not use the vehicle in the rain or on wet surfaces.
- Avoid operation on loose soil or fine sand.
- Do not store at extreme temperatures.
- Since your Mega Missile Launcher is controlled by a radio link it is very important to always use fresh alkaline batteries in the transmitter. We recommend Megatech’s Golden Power series, designed for R/C products.
- Do not trim the antenna. It is cut to a specific frequency length and to do so would drastically affect radio range.

## Charging the Battery

- Plug the battery into the charger.
- Insert the charger plug into a household power socket.
- The battery will charge in about 3-4 hours. After this time, unplug the charger and battery.

**IF THE BATTERY FEELS HOT DURING CHARGING, DISCONNECT THE BATTERY AND ALLOW IT TO COOL. YOUR BATTERY IS FULLY CHARGED.**

- The Mega Missile Launcher uses the latest NiMH (nickel-metal-hydride) battery technology available. While NiMH batteries offer the best performance available, they don’t come up to full potential until they have gone through 3 or 4 charge and discharge cycles. After that, you should be prepared for longer missions.



## Installing the Batteries

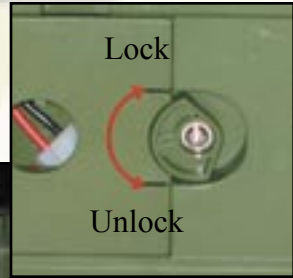
### Vehicle

- Make sure the power switch is in the OFF position and open the battery box cover.
- Attach the connectors on the battery and inside the vehicle and insert the battery back into the battery box.
- Close and lock the battery cover.

**\*NOTE\*** If your vehicle slows down, your battery charge may be getting low. Recharging the battery should return your vehicle to top speed. The battery pack should last approximately 20 minutes per charge. Different terrains may affect battery life.

### Radio Transmitter

- Open the battery cover and install a 9V alkaline battery making sure the + and - polarities are correct.
- Replace the battery cover.
- When the switch is "ON", the power light will glow to show that you have correctly installed the battery.
- The transmitter battery will last for approximately 8 hours.



## Loading The Missiles

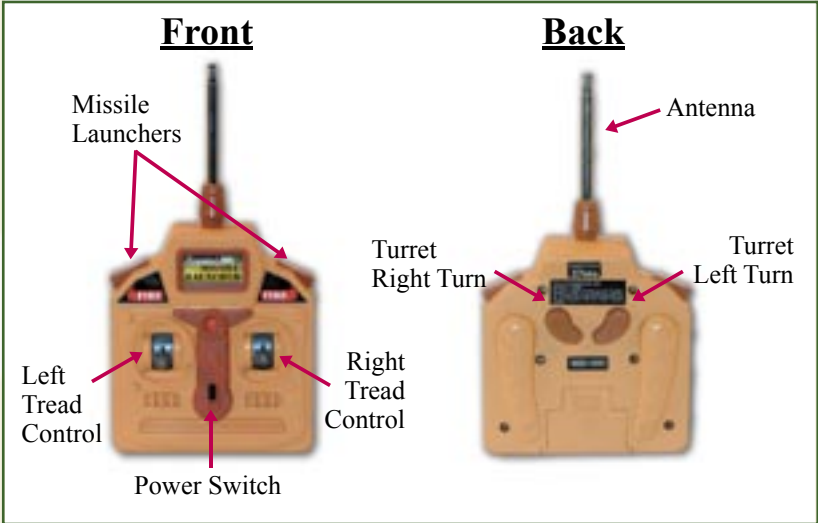
- Insert the plastic side of the missiles into the turret's holes. Press gently and rotate them until they lock into place.
- If there is difficulty loading any of the missiles, do not force them in. Simply press the missile launching button on the remote control and try reloading the missiles again.



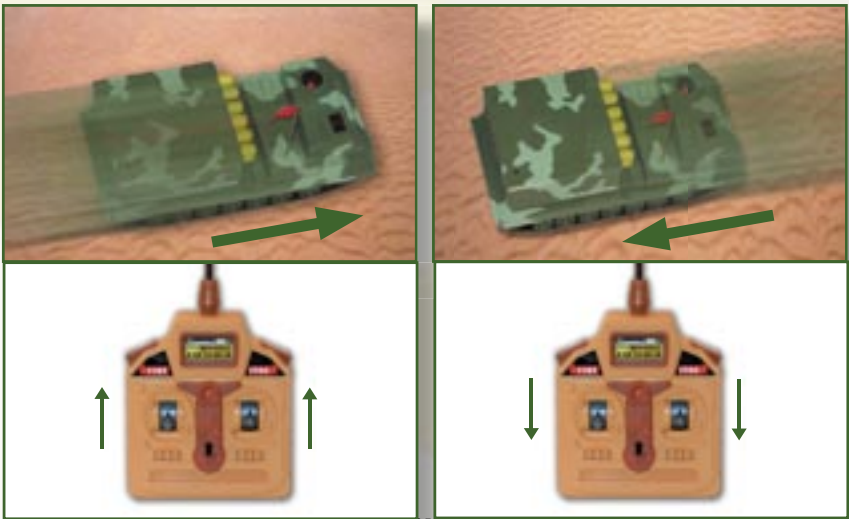
### ⚠ CAUTION ⚠

- When loading missiles, always face the turret away from yourself and others.
- Do not use any of the missiles if the foam material has been removed.
- Additional missiles may be ordered if yours become damaged or lost.

## The Radio Transmitter



## Operating The Vehicle



### Move Forward

Push both control sticks forward.

### Move Backward

Pull both control sticks backward.

- Do not touch the plug or socket with wet hands to avoid shock.
- Unplug the charger when finished charging the battery.

**Easy to drive** - For ease of use, the controls are non-proportional. Simply press both control sticks all the way up or pull them both all the way back to travel in a straight line.

- Do not expose battery to water, fire or ex-

**Forward & Turn Right**

Push the left stick forward.

**Forward & Turn Left**

Push the right stick forward.

**Backward & Turn Left**

Pull the right stick backward.

**Backward & Turn Right**

Pull the left stick backward.

**NOTE** - The tread may slip out if it is hindered when the vehicle is doing high-speed rotation on a rough surface or lawn. Avoid rotating the vehicle on such surfaces.

- If the tread slips out, switch off the vehicle and gently slide it back into place.



designed for R/C products.

**Turn-in-Place: Left**

- Do not trim the antenna. It is cut to a specific frequency length and to do backward and press the right stick forward.
- Push the left stick backward and press the right stick forward.

**Turn-in-Place: Right**

- Push the left stick forward and pull the right stick backward.

**Maneuvering the Turret**



**Turret: Turn Left**

Press the right button on the back of the controller.

**Turret: Turn Right**

Press the left button on the back of the controller.





### Raise the Turret

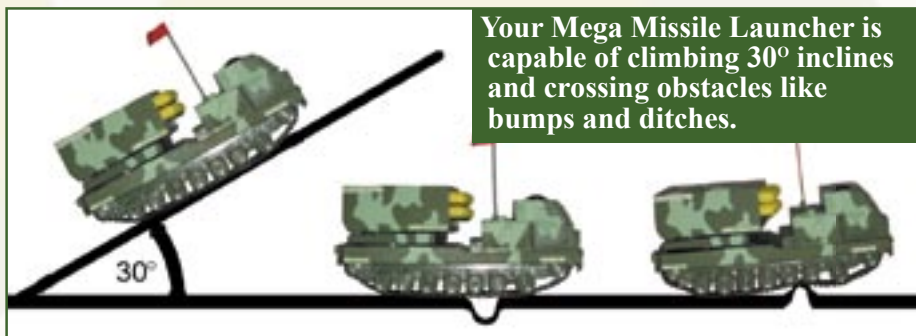
Press the left or right missile launcher button on the front of the controller while the turret is horizontal.

**NOTE:** To return the turret to horizontal position, simply press it down gently.

### Launching the Missiles

Press the left or right missile launcher button on the front of the controller once the turret has been raised.

**RAPID FIRE:** Hold down the left or right button to send multiple missiles to the target.



### Spare Parts List

### Ordering Spare Parts

840201	Mega Missile Launcher Rocket 10 Pack	Yellow
824101	Mega Missile Launcher Rocket 10 Pack	Orange
840203-27	Transmitter Channel 27	Green
840203-49	Transmitter Channel 49	Green
8241-27	Transmitter Channel 27	Desert Camo
8241-49	Transmitter Channel 49	Desert Camo
840202	Track Set ( 2 Pcs)	
840204	Transmitter Battery Cover	Green
824103	Transmitter Battery Cover	Desert Camo
840205	Transmitter Antenna	
840206	Tank Battery Cover	Green
824105	Tank Battery Cover	Desert Camo

# Troubleshooting

**PROBLEM                      CAUSE                      RECOMMENDATION**

No power to radio control transmitter.	<ol style="list-style-type: none"> <li>1. Power switch is in the "off" position.</li> <li>2. Batteries are incorrectly installed.</li> <li>3. Batteries are exhausted.</li> </ol>	<ol style="list-style-type: none"> <li>1. Move switch to the "on" position.</li> <li>2. Make sure batteries are installed correctly.</li> <li>3. Replace the batteries with new alkaline batteries.</li> </ol>
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Battery pack is not charging.	<ol style="list-style-type: none"> <li>1. Charger is not properly connected.</li> </ol>	<ol style="list-style-type: none"> <li>1. Double check the connection.</li> </ol>
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Mega Missile Launcher is not under control.	<ol style="list-style-type: none"> <li>1. Radio control transmitter is not turned on.</li> <li>2. Transmitter antenna is not fully extended.</li> <li>3. Transmitter batteries are exhausted.</li> <li>4. You have driven out of range.</li> </ol>	<ol style="list-style-type: none"> <li>1. Slide the switch to the "on" position.</li> <li>2. Fully extend the antenna.</li> <li>3. Replace the batteries with new alkaline batteries.</li> <li>4. Be careful not to let your Mega Missile Launcher get too far away from you.</li> </ol>
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Mission duration has grown short.	<ol style="list-style-type: none"> <li>1. Battery pack is exhausted.</li> <li>2. Battery pack is overheating.</li> </ol>	<ol style="list-style-type: none"> <li>1. Charge the batteries.</li> <li>2. Allow battery pack time to cool.</li> </ol>
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Turret does not stay closed.	<ol style="list-style-type: none"> <li>1. Turret is in odd position.</li> </ol>	<ol style="list-style-type: none"> <li>1. Rotate turret and try again.</li> </ol>
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Missiles won't fire.	<ol style="list-style-type: none"> <li>1. Battery pack is running low.</li> <li>2. Missile isn't seated correctly.</li> </ol>	<ol style="list-style-type: none"> <li>1. Recharge the battery pack.</li> <li>2. Gently wiggle the missiles and try again.</li> </ol>
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Turret won't stay down in horizontal position.	<ol style="list-style-type: none"> <li>1. Last turret rotation stopped between gears.</li> </ol>	<ol style="list-style-type: none"> <li>1. Rotate the turret and try again.</li> </ol>
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Megatech® International guarantees this item to be free from defects for a period of 90 days from date of purchase. If any component of this product fails to function properly due to defects in materials or manufacturing process during this 90 day period, the manufacturer's obligations are limited and manufacturer can choose to either repair or replace the item.

This warranty is void if the product in question has been altered or repaired by anyone other than Megatech® International or an authorized agent.

Under no circumstances will Megatech® International or any of its representatives be held liable for injury to persons or property

- damage resulting from assembly or use of the product. Megatech® is not liable if any outside radio frequencies interfere with the product's frequency causing loss of control. Megatech® International will not be held liable for any injury to persons or property damage resulting from an out-of-control model caused by use or misuse of the product. Megatech® International expressly excludes any and all express warranties not specifically stated here and all implied warranties of merchantability and fitness for a particular purpose. There are no warranties which extend beyond the description of the warranties contained herein.
- Plug the battery into the charger.
- Insert the charger plug into a household power socket.
- The battery will charge in about 3-4 hours. After this time, unplug the charger and battery.

**Contact the Megatech® International Service Department before returning any item** that is defective according to the limitations listed above.

Please be sure to pack the returned item(s) carefully. The customer must return the product along with proof of purchase, a letter describing the problem and the customer's address and telephone number. At this point in time we will either repair the defective part or replace it and return it to the customer. Return shipping and handling in the 48 contiguous states is \$12.99. Shipping outside of the 48 states will be quoted by location.

This warranty does not cover any damage caused by use, misuse, alteration, accident, or neglect, nor does it cover normal wear and tear of the product. Product returned to us which falls under this category will be submitted to our service department for repair. We reserve the right to charge any service and parts fees incurred when repairing the item.

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