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SECTION 1

Overview

Congratulations on your purchase one of the smallest precision controlled radio controlled tracked vehicles ever!

At 4 inches in length, your Desktop Rover can cruise around on your kitchen table, climb over and push all sorts of objects. At the office, the rover is an excellent way to enjoy a few moments of relaxation as you explore the "alien landscapes" around your desk! This tiny tracked dynamo is ready to play whenever and wherever you want! The small size of this micro machine enables you to store it in its box on your bookshelf - ready to run a quick 'mission' at any time without cluttering your closet! Your Desktop Rover uses small size Lithium Batteries for extra long life. Plantraco's Microprocessor controlled radio sets augment your enjoyment of this NASA inspired planetary exploration vehicle.

Every Desktop Rover has an Infrared Lasertag system built in, enabling you to stage battles with up to 4 Desktop Rovers. The onboard microprocessor keeps score with flashing lights and spacey sound effects.

The handheld remote control transmitter can be interfaced to your PC or Macintosh computer (Requires Telecommander software kit with interface cable). This is the first R/C vehicle that can be controlled from your computer console and even over the internet.

You can add the PTV16C color wireless video camera set to your rover for the ultimate in telepresence fun! Send your Rover off to the next room or in the garden and watch the action on your handheld TV set from the Rover's perspective! Ask your local dealer or check our website for accessories to this miniature R/C vehicle with gigantic features!

Welcome To Micro R/C!

SECTION 2

Packing List

In your box you should have:

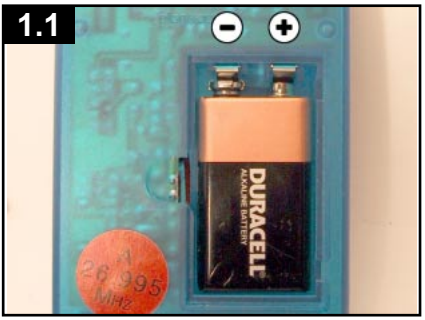
- One Desktop Rover
- One Remote Control Transmitter
- This Instruction Manual.

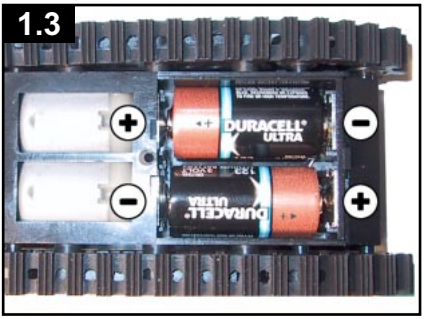
Note the empty sockets in the protective sponge case to accommodate one 9V battery and two 3V Lithium batteries (type DL123 or equivalent). Your batteries, available separately, may be placed here for storage.

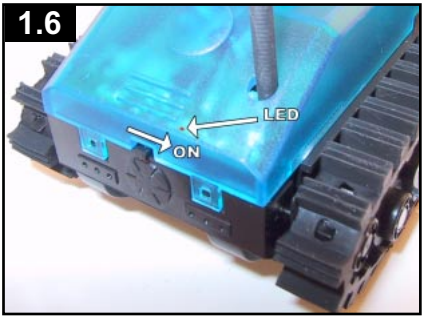
SECTION 3

Getting Started

1. Open the transmitter battery cover on the back of the remote control transmitter by pushing the latch to the side and insert one 9V battery into the transmitter box, taking note of the battery polarity (+ and -), then snap the battery cover shut. **(Fig 1.1)**
2. Slide the battery cover on the bottom front of the Desktop Rover forwards while pressing inwards on the raised 'grip' lines on the battery cover. **(Fig 1.2)**
3. Examine Figure 1.3 and insert two 3V lithium (Duracell DL123A) batteries taking note of battery polarity (+ and -) **(Fig 1.3)**
4. Slide the battery cover from front to rear until it snaps shut. **(Fig 1.4)**
5. Turn on the Transmitter by moving the switch to the "groove" position. Notice the red LED is glowing on the transmitter. **(Fig 1.5)**
6. Turn on the Desktop Rover by moving the switch on the rear of the rover to the right. You will hear a startup sound and should notice that the power LED is glowing through the transparent cover. **(Fig 1.6)**
7. You are now ready to begin exploring the "alien" landscapes around your home! Grab that transmitter and start having fun!







SECTION 4

Radio Control Functions

The three sticks on the remote control transmitter box can be moved forwards and backwards independently. The Right control stick controls the Right Track, and the Left control stick controls the Left Track. The middle control stick is used to "fire" and "reload" the infrared laser "gun". See section 5 for more details about the Laser Tag functions.

Place the rover on the tabletop facing away from you. Hold the remote in both hands and rest your thumbs over the left and right control sticks. Now, push the outer sticks forwards on the remote and notice that the rover moves forwards. If you release the sticks you will note that the rover stops. Next pull both sticks backwards - and the rover moves backwards. Now lets try pushing only the Right transmitter stick forwards. Note that the rover's Right track is moving and it is causing the vehicle to turn to the left. Pull one stick back and push the other forwards and you will be spinning in place. The Desktop Rover can turn on a dime! You can try all of the combinations of movement and in a few minutes you will be maneuvering like a seasoned tank commander!

SECTION 5

Laser Tag Functions

With 2 or more Desktop Rovers on different radio control frequencies, you will be able to enjoy miniature infrared laser battles on your kitchen table or on the livingroom floor! The front of the Desktop Rover has a small opening where the collimated infrared beam will be "fired". Infrared receptors on the tank receiver detect "hits". When your Rover receives a hit, the indicator LED will rapidly flash red and green, and a "Hit" sound effect will be played from the tank speaker. To score a hit, the Desktop Rover doing the shooting must be pointed at the other Desktop Rover. The range of the Infrared "gun" is about 15 feet.

Shooting: Push the middle stick forwards briefly - a "Fire" sound will be hear from the Rover and the indicator LED will glow red for one second. The onboard microprocessor keeps track of your ammunition, so, after you have fired 6 shots you will find that pushing the middle stick forwards has no effect - you need to "reload" your "ammo". The middle stick must be pulled backwards to "reload". Note: One shot may be fired per second. If you try to shoot more than one shot per second, you will receive a penalty! - all your ammo will be expended - forcing you to reload! This rule adds to the challenge of the Laser Tag game - it helps to count your shots!

Receiving Hits: The infrared sensor detects incoming fire. When a shot is detected, the signal goes to the Rover's microprocessor, which counts the number of received "hits", plays a special "hit" sound, and flashes the indicator LED green and red rapidly for about a second. After 10 hits have been received, a special "the end" sound will be played, and the Desktop Rover will be deactivated or "neutralized" - the indicator LED will alternate red and green continuously. When your Rover is deactivated, you will need to switch the neutralized Rover "off" and then back "on" to resume play, (the small switch on the rear of the Rover). This is the penalty for losing the battle - you must get out of your chair and reset your Desktop Rover!

SECTION 6

Computer Interface - Telecommander Software

The Telecommander software enables you to compose and edit a series of radio control commands from your computer, and even over the internet. No programming experience is necessary - the Telecommander software is quite easy for children or adults to use. Radio control commands are represented by "tiles" which are dragged and dropped onto a "playfield". The series of command tiles can be arranged and saved for later playback. The software can also be set to "manual" and "server" modes for direct computer control, and client/server internet control. The Desktop Rover is the first miniature R/C vehicle that can be controlled live over the internet. The handheld transmitter box has an round interface jack on the top left corner. It looks like an audio headphone jack. If you purchase the Telecommander computer interface software kit, you will be supplied with a special cable that connects between the Desktop Rover transmitter and your computer. The Telecommander software runs on Windows 95+ as well as Macintosh OS X. The Telecommander software comes with your choice of RS-232 or USB interface cables.

SECTION 7

Maintenance of your Rover

You will notice that the transparent cover on the Desktop Rover is a snap fit. It is not necessary to remove the cover unless you need to replace it or add the PTV16C color videocam to the Rover. By carefully pressing on the chassis of the Rover, you will be able to pull the cover off of the rover. If the cover should come off of the rover, you may carefully snap it back onto the chassis taking note of the position of the antenna, indicator LED, as well as the plastic snaps that keep it in place.

What to do if the tracks come off of the Rover:

With any 'caterpillar drive' tracked vehicle, it can be expected to have the tracks come off from time to time. When this happens simply place the track onto the rear sprocketed drive wheel and gently stretch it over the other free spinning wheels. The tracks on the Desktop Rover perform best on table tops, hardwood floors, cement, linoleum, and packed sand or gravel. When operating on shag rug carpets you may find that your tracks may come loose if you make sharp turns or spins - try to run straight when crossing carpeted areas to avoid derailing a track.

SECTION 8

Cautions - SAFETY FIRST

Do not operate the Desktop Rover in mud or in puddles this will most certainly cause a short of the electric motors - the Desktop Rover is intended for use in a dry environment.
Always remove batteries after use.
Always install batteries with correct polarity
Small parts - Choking Hazard - approved for ages 8 and up. Adult Supervision Required.

SECTION 9

Desktop Rover Specifications

Transmitter Dimensions - Length 100 mm
- Width 66 mm
- Thickness 25 mm

Rover Dimensions - Chassis Length 102 mm
- Chassis Width 37.5 mm
- Overall Height 42 mm

R/C Frequency
27 Mhz Low Power R/C Band
Channel A - RED - 26.995 MHz
Channel B - ORANGE - 27.095 MHz
Channel C - GREEN - 27.195 MHz
Channel D - BLUE - 27.255 MHz

Operating Range
60 m (200 feet) - line of sight
30 m (100 feet) average building (wood stud construction)
performance may vary indoors depending on type of construction and proximity of other electrical devices.

Battery Life
100 minutes + continuous run of both tracks

SECTION 10

Limited Warranty

Plantraco warranties your Desktop Rover kit to be free from defects in parts or workmanship for 14 days from date of purchase. This warranty applies to original purchasers only and only to units that have not been modified, misused, abused, or repaired by unauthorized personnel.

If you have purchased your Desktop Rover from Plantraco, we can handle your service needs.
If you have purchased from another retail outlet, contact them first for returns and exchanges.

For rapid turnaround time, please contact our service department by Email at: moonbase@plantraco.com. We will issue you a Return Authorization Number with more details about shipping your goods back to us. When we issue you a Return Authorization number, you will be notified by email when your repaired unit is shipped back to you and other details about your returned goods.

For Repairs or Refunds, package your Desktop Rover properly and ship to:

Plantraco Ltd.
1105 8th Street East
Saskatoon, SK
Canada
S7H 0S3

306-955-1836

IT IS ESSENTIAL that you mark the outside of the shipment with the phrase "RETURNED GOODS"
If you have been issued a RA# (Return Authorization Number), adding this number will speed up your turnaround time.

If you are sending your Desktop Rover in for tuning or repairs after the warranty period, please include payment of $35.00 USD to cover repairs and return postage

Please include a description of the problem as well as your return address, phone number, and if possible, your Email address. We will issue refunds by cheque, unless you request a refund by your credit card, in which case you must send us your credit card number and expiry date. We always try to provide friendly and prompt customer service.

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