



**RUMBLE
ROBOTS
INVASION™**

KING INSTRUCTIONS

For additional information, try customer service at

1-800-771-1810

RUMBLE ROBOTS INVASION KING INSTRUCTIONS

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1. PACKAGE CONTENTS

- A. Rumble Robot King
- B. Bonus Shield
- C. Remote Control
- D. Beginner Card Pack
 - o Upgrade (Level 3)
 - o Speed (Level 3)
 - o Energy (Level 2)
 - o Punch (Level 2)
 - o Laser (Level 2)
 - o Armor (Level 2)
 - o WIMP Taunt
- E. Start Up Sheet
- F. Robot Instructions (Membership Card on back)

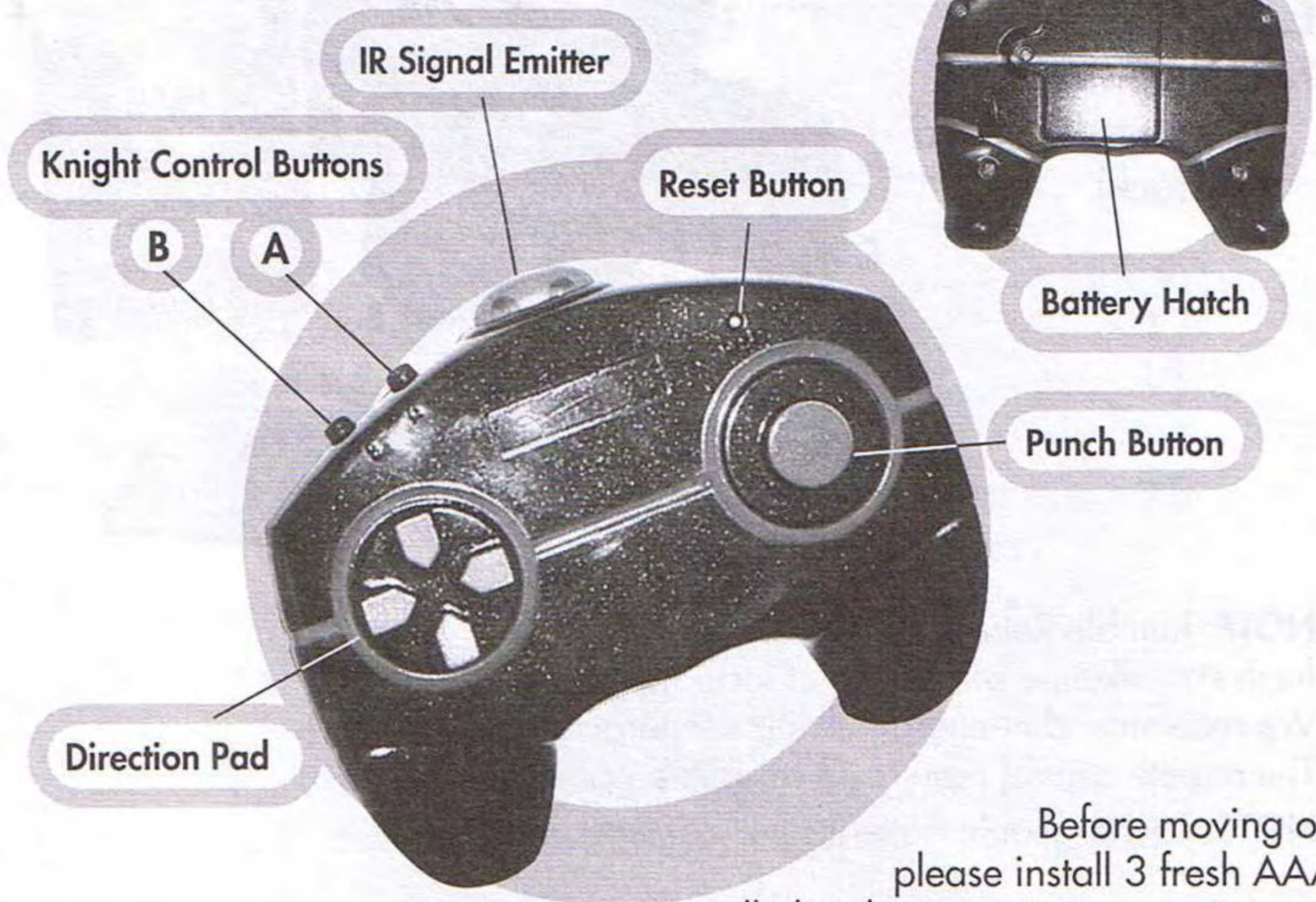
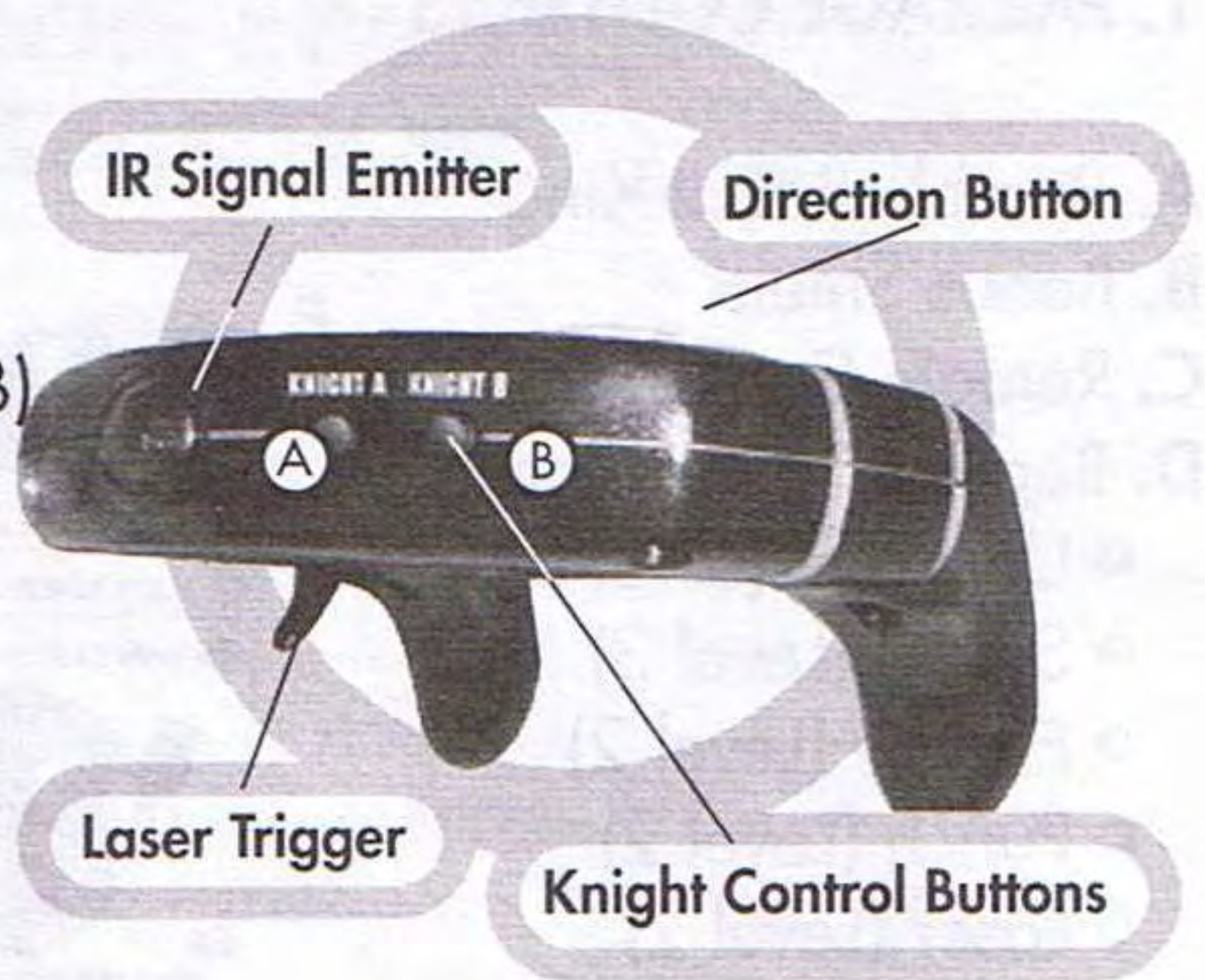


NOTE: Rumble Robots require 4 fresh AA alkaline batteries (not included). We recommend hi-energy alkaline (Energizer E² or similar). The remote control requires 3 fresh AAA alkaline batteries.

NOTE: Rechargeable batteries will not work in King.

2. THE BASICS: REMOTE CONTROL

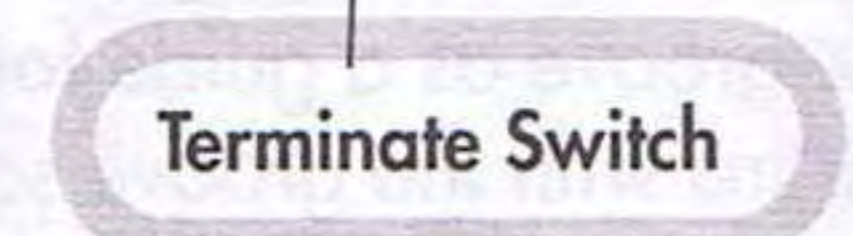
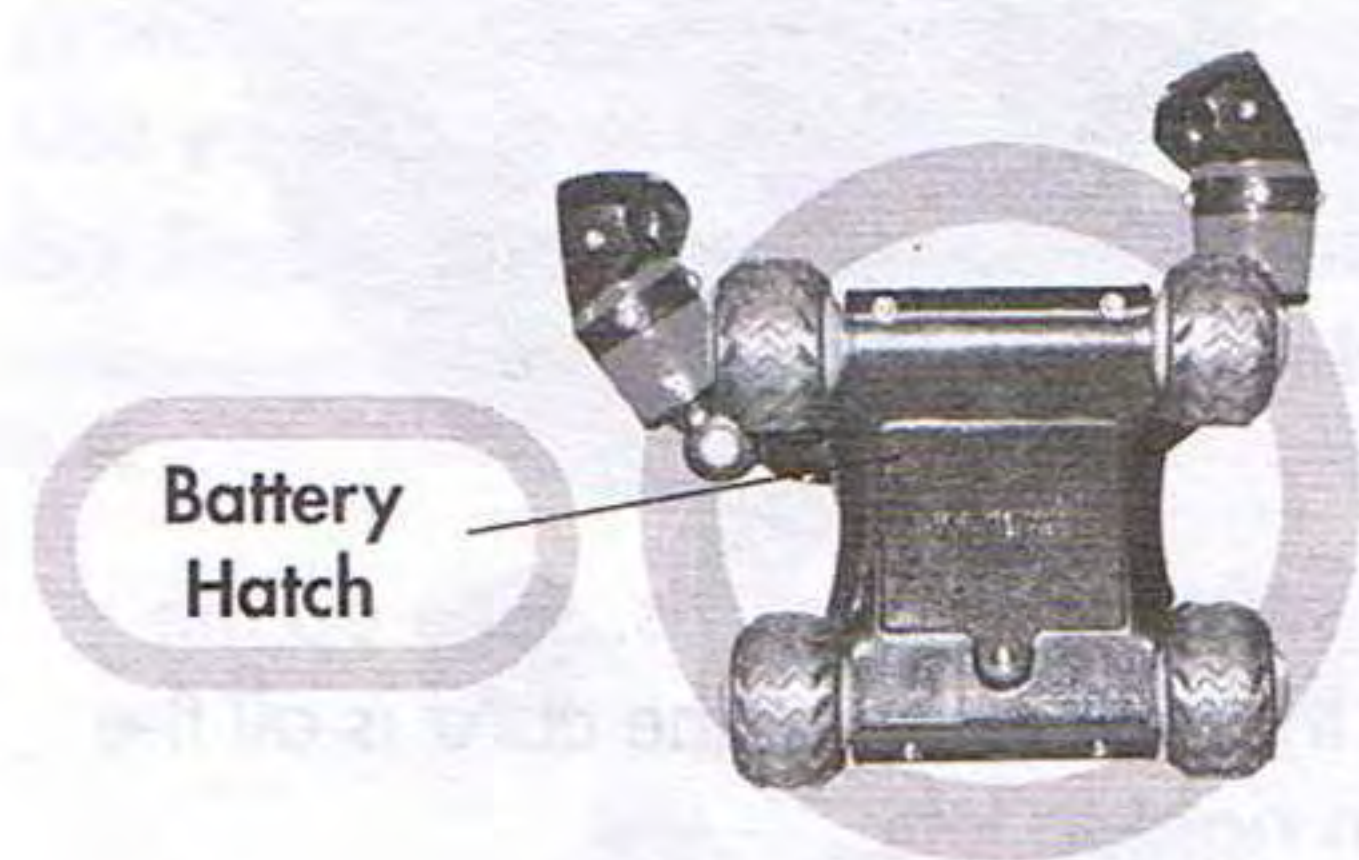
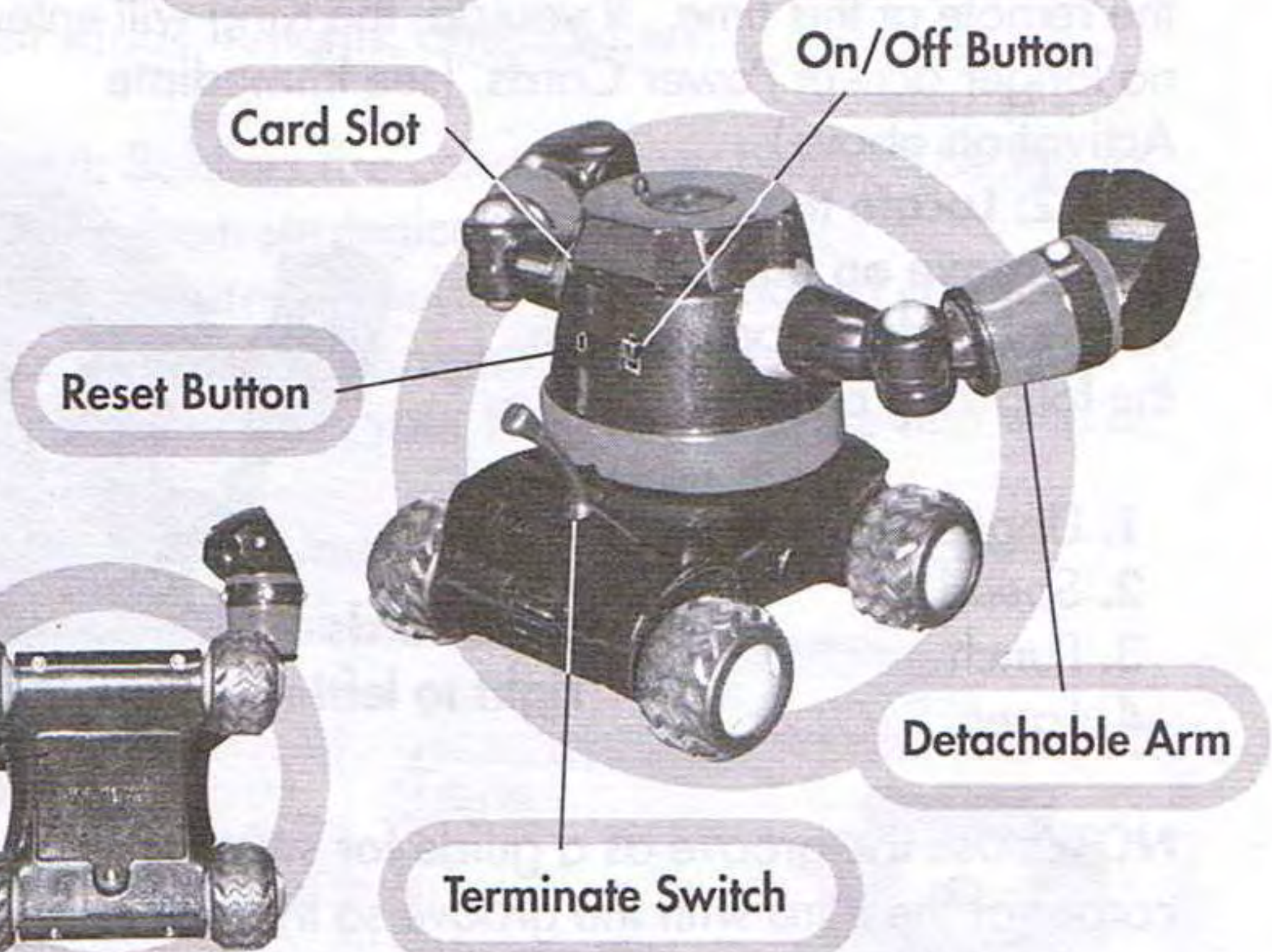
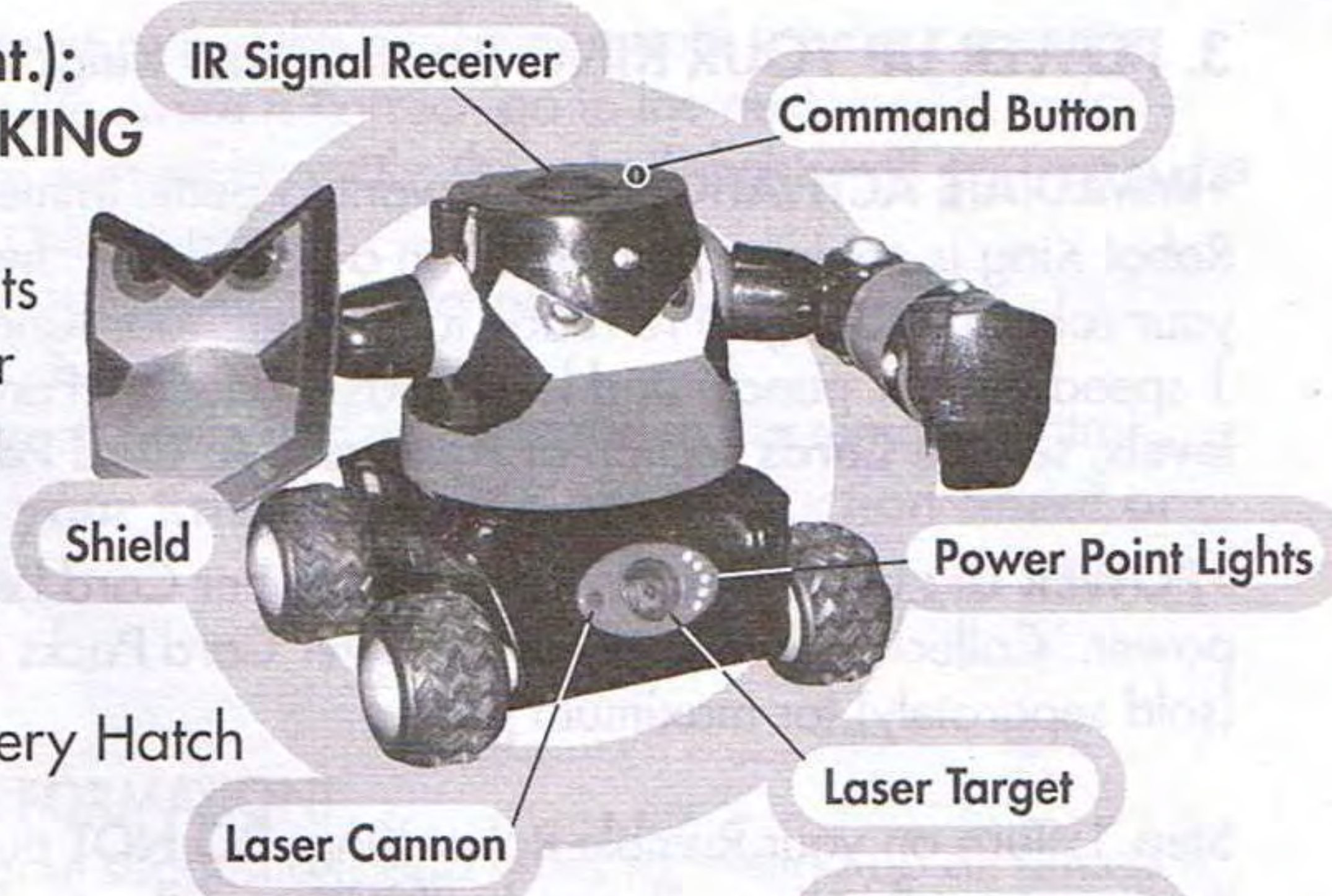
- Laser Trigger
- Knight Control Buttons(A/B)
- Direction Pad
- Reset Button
- Punch Button
- IR Signal Emitter
- Battery Hatch
(AAA alkaline batteries)



Before moving on
please install 3 fresh AAA
alkaline batteries in Remote Control.

2. THE BASICS (cont.): RUMBLE ROBOT KING

- Energy Point Lights
- IR Signal Receiver
- Command Button
- On/Off Button
- Card Slot
- Terminate Switch
- Screw Down Battery Hatch
- 4 AA alkaline
- Laser Cannon
- Laser Target
- Punching Arms
- Detachable Arm
- Reset Button
- Shield



NOTE: The King's right arm is detachable. You can attach weapons from the Kings Armor and the Super Weapons Pack (sold separately) in its place. **Before moving on to Chapter 3, please install 4 fresh AA alkaline batteries in your robot.**

3. POWER UP YOUR KING (Starting Your King)

• **IMMEDIATE ACTIVATION:** If you want to battle immediately, your Rumble Robot King is equipped for battle on a basic level. Install batteries, turn your robot on, and you're ready for battle! Your King will start with level 1 speed, level 1 punch, and level 1 laser attack. (For more details on levels, see the **Cards** section or **Appendix A: Card Powers**.)

• **POWER UP:** Use the cards in your Beginner Card Pack for beginner level power. Collect high level cards in Power Card Packs and Starter Sets (sold separately) for maximum power.

Step 1: Turn on your Rumble Robot King. **DO NOT** push any buttons on the remote at this time. If you do, the King will enter battle mode and will no longer accept Power Cards. (see **Immediate Activation** above)

Step 2: Locate the card slot and groove on the back of the King's head. Swipe cards in the following order!

1. Upgrade
2. Speed
3. Punch
4. Laser

**Swipe cards
right to left!**



NOTE: Use the groove as a guide for swiping your cards. Line up the corner of the card with the groove so that the edge of the card is all the way inside the King. Then swipe from right to left.

Step 3: Listen for King's response after each card.

Incorrect swipe: King will make a buzzer sound and then say "No good, swipe again!"

If a card swipe is incorrect, swipe the card again until you hear a chime (correct swipe). When the swipe is correct, go to the next card in order. When the fourth card is swiped correctly, the robot's lights will go on and he will make the following sound effects:

- **El Smasho:** guitar strumming sound effect
- **Slugnut:** clanging chorus sound effect

The robot is now ready for battle and will respond to the remote control.

***To beam power to your Knights see Knight Instruction Sheet or King Start Up Sheet.**

4. BATTLE

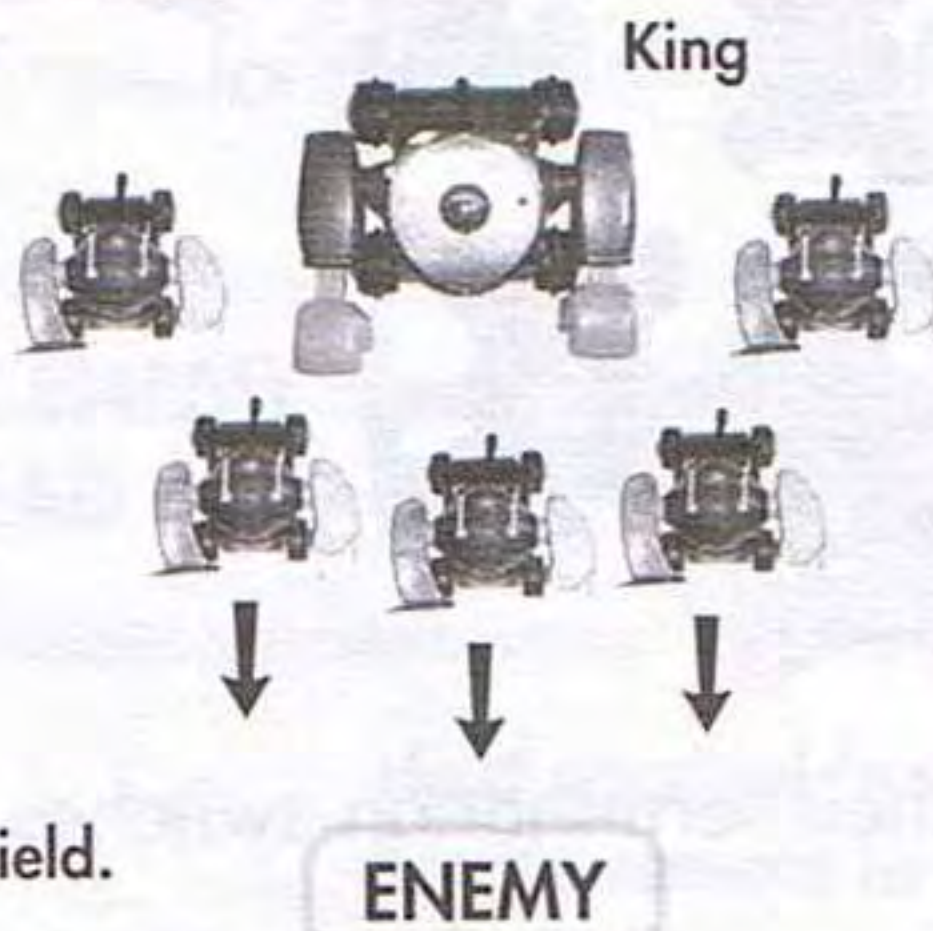
CREATE YOUR BATTLE FORMATION!

Strategy: Below are some suggestions and notes for setting up an effective battle formation with your Kings, Knights, and Soldiers.

SOLDIERS: (sold separately): Soldiers fire constant laser blasts. Use this to your advantage and position them strategically:

- Create your front line with an army of soldiers. If positioned correctly, they can prevent the advance of opposing Knights and Kings with laser fire.
- You can also use soldiers to surround your King and provide him with a protective barrier. (fig A)
- Use your King or Knights to move your Soldiers down the battlefield. Soldiers can serve as an offensive shield! (fig B)

(fig A)



(fig B)

Use your King to move your Soldiers down the battlefield.

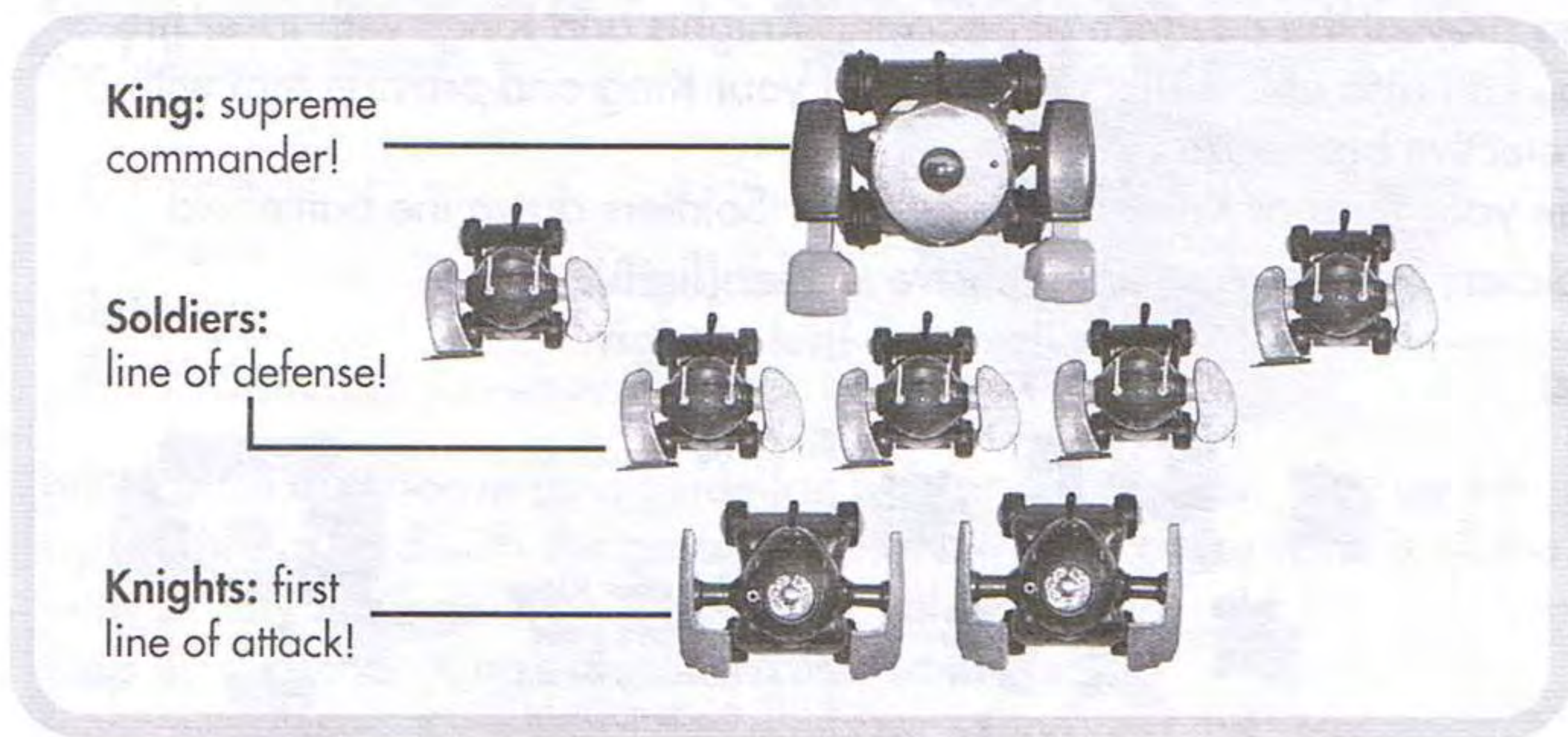


KNIGHTS (sold separately): Knights can be moved and positioned anywhere on the battlefield with remote control. Battle from a distance with laser fire or up close with IR punches!

- Lead the assault with your Knights but don't leave your King unprotected.
- Move multiple Knights simultaneously by setting them to the same frequency. (A or B)
- Attack the enemy King by maneuvering around his Soldiers, or topple them with the Knight Scoop. (sold separately)

KINGS: Kings are the most powerful robots and should be protected at all costs by your troops.

- Once your Knights have toppled the enemy Soldiers and Knights, move your King in to destroy the enemy King.
- Keep your King protected and at the back of the line. Use his lasers to blast the enemy from a distance.
- Use your King's size to your advantage. He is stronger than both Knights and Soldiers and can topple them with ease if armed with a scoop. (sold separately)



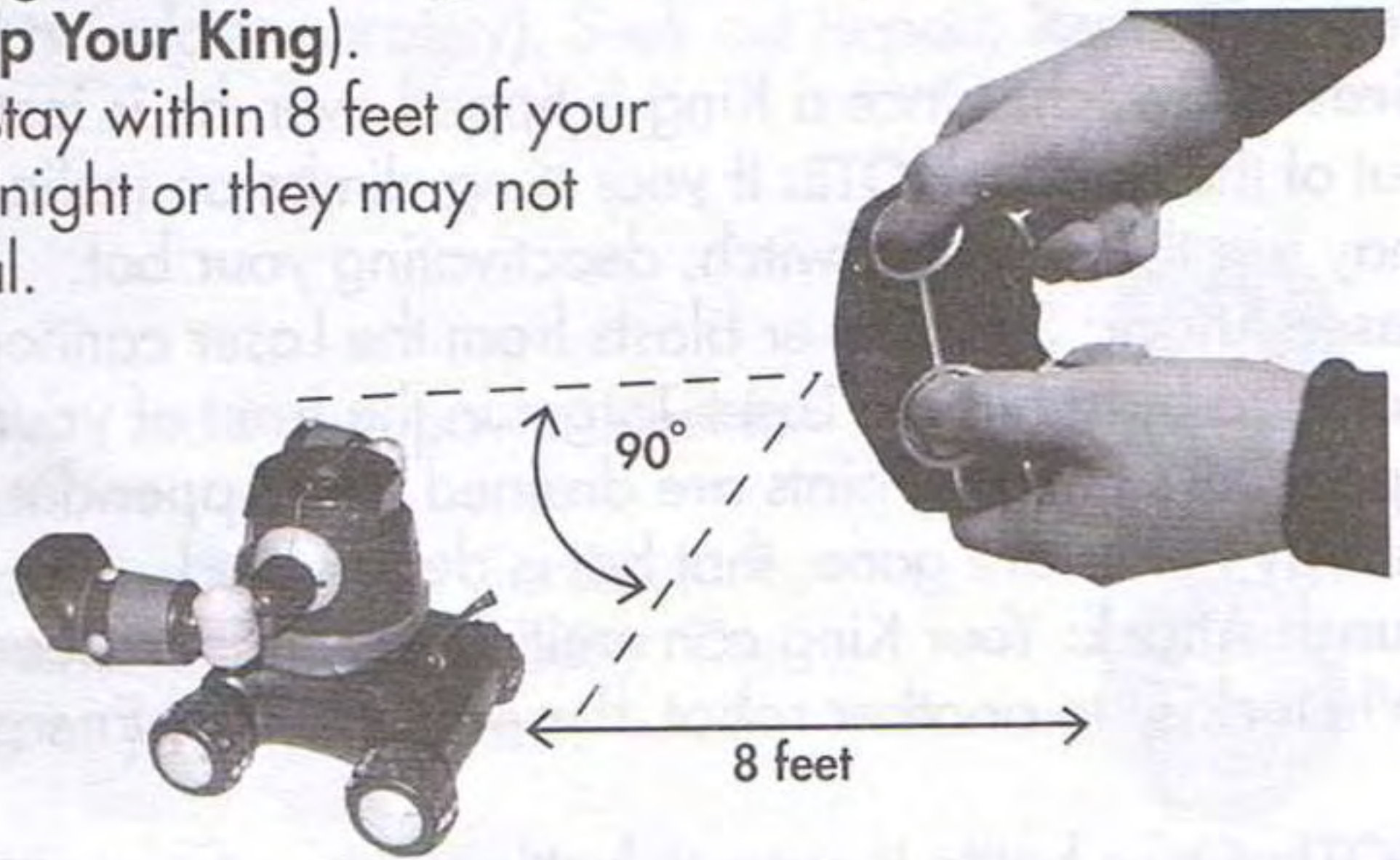
NOTE: Be careful not to tip robots or hit their termination switches when positioning them for battle.

Basic Battling

Step 1: Press the Punch Button to wake up your King remote. If your King does not punch, turn King off, then on again and re-swipe all cards in order (see **Section 3: Power Up Your King**).

Step 2: Make sure you stay within 8 feet of your Rumble Robot King or Knight or they may not receive the remote signal.

Step 3: Battle by pressing punch, laser, and direction controls.



Battling with Knights

If you have correctly beamed your Knights, then you will be able to control them with the King's remote.

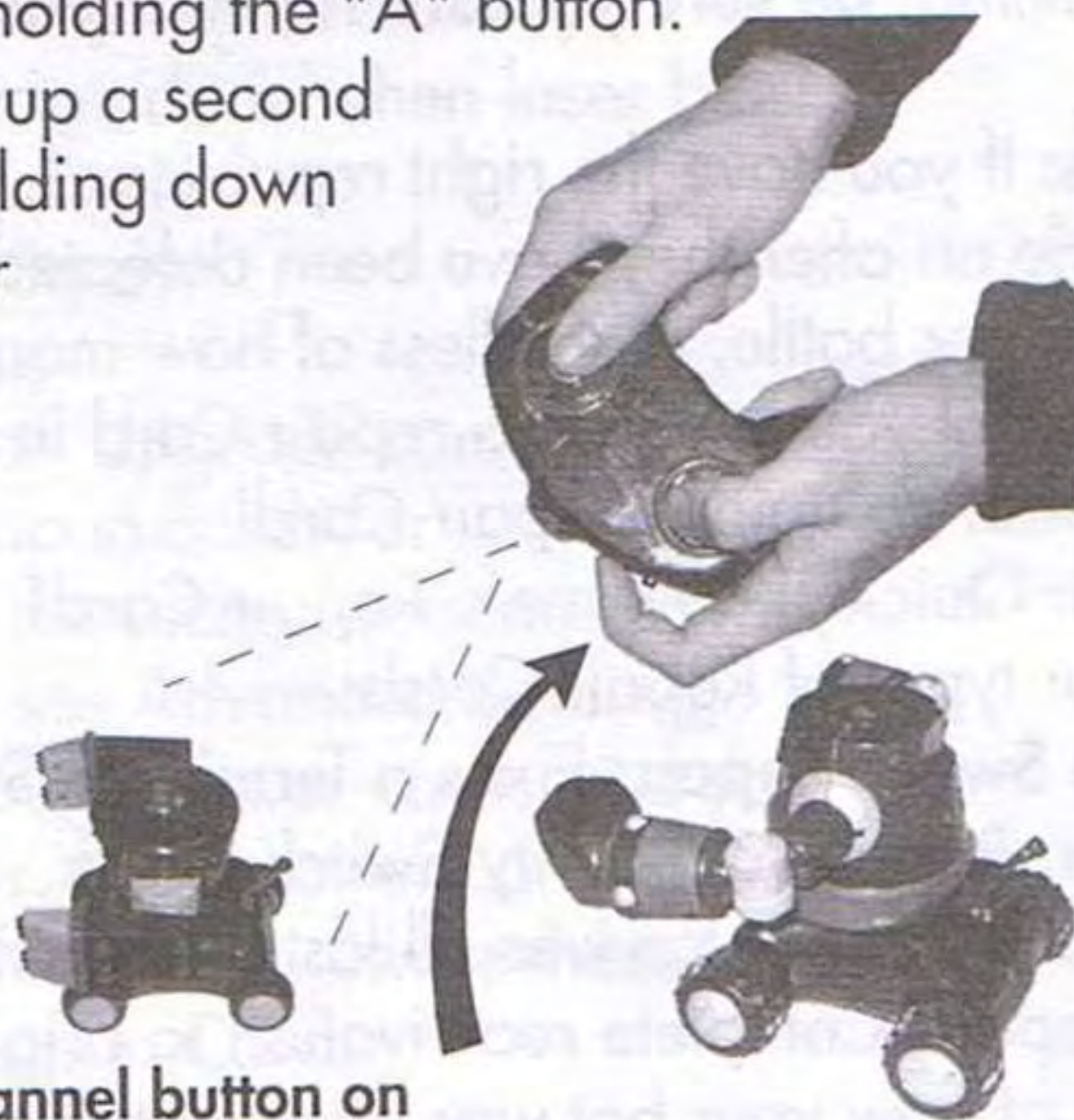
Step 1: Hold down "Knight A" button

Step 2: Battle with Knight "A" by pressing laser and direction controls while holding the "A" button.

Step 3: If you have powered up a second Knight, battle with him by holding down "B" button and pressing laser and direction buttons.

NOTE: Read Knight Instruction Sheet for full details.

WHEN THE ENEMY KING IS DEAD YOU WIN!



Hold channel button on King's remote to control Knight

Defeating your Opponents

There are four ways for a King to be defeated:

Terminate Switch: Hit the switch on the back of another robot to instantly deactivate him.

Gravity Switch: Once a King is tipped over, he is instantly deactivated and out of the battle. **NOTE:** If your King climbs an incline that is too steep, you may trip the Gravity Switch, deactivating your bot.

Laser Attack: Shoot laser blasts from the Laser cannon on the front of your bot. If a blast hits the Laser Target in the front of your opponent, some of your opponent's Energy Points are drained (see **Appendix A**). Once all of a King's Energy Points are gone, that bot is deactivated.

Punch Attack: Your King can emit short range IR beams when punching. When close to another robot, these beams take Energy Points (see **Appendix A**).

NOTE: Once battle is over, to battle again, you must turn the robot off, then on again and re-swipe all cards (see **Section 3: Power Up your King**).

Advanced Battling

After you have mastered the basics, you can try advanced battling. Before advanced battling, **be sure you are familiar with Section 5: Cards!**

Repair Cards: If you have the right repair card, you can fix your King on the spot and battle on after they have been defeated! A King can only be repaired once per battle, regardless of how many Repair Cards you have. Kings will prompt you to swipe a repair Card in one of the following ways:

- **El Smasho:** Yo quiero Repair Card!
- **Slugnut:** Quickly! Get me a Repair Card!

There are four types of Repair Cards:

- **Terminate Switch Repair:** Fixes a Terminate Switch deactivation.
- **Tilt Repair:** Repairs a Gravity Switch attack.
- **Laser Attack Repair:** Revives all lost Energy Points from Laser attack.
- **Master Repair:** Complete reactivation to original fighting condition, regardless of how your bot was deactivated.

YOU CAN FIND ALL TYPES OF POWER CARDS IN POWER CARD PACKS AND STARTER SETS! (sold separately)

5. CARDS

You gotta get the cards to get the power! **Collect higher level cards in Power Card Packs and Starter Sets** (sold separately). Seek out Repair, Taunt, Combo cards and more!

Card Types:

- 1. Upgrade:** This card sets the maximum power level for your King's weapon cards.
- 2. Weapon Cards:** There are five Weapon Cards:
 - **Speed:** Powers up speed and maneuverability. The higher the level, the faster your King goes. (King default=1)
 - **Energy:** Increases the Energy Points your King has. (King default=5)
 - **Armor:** Defense from enemy lasers and IR damage. (King default=0)
 - **Punch:** Increases the number of punches and IR damage per press of the punch button. (King default=1)
 - **Laser Attack:** Increase damage done when laser blast hits an opponent. (King default=1)
- 3. Taunt:** Swipe this card after an Upgrade card but before swiping three weapon cards for some trash talk. **NOTE:** Find the secret for bonus power.
- 4. Repair:** For complete details see **Advanced Battling**.
- 5. Superpower:** Platinum and Superpower cards give your Rumble Robot special powers. Superpower cards are rare but Platinum cards are extremely rare. Swipe these cards **instead** of Upgrade and Weapon Cards.



Upgrade



Speed



Energy



Armor



Punch



Laser Attack

Army Rules

Upgrade, Weapon and Taunt cards are divided into three groups:

- Cards with your King's name: Work at face value.
- Cards with your King's team color (Red or Blue):
Work at -1 from face value.
- Card with the opposing army's color: No function.

NOTE: Repair and Platinum cards have no army affiliation and will work at face value with any Rumble Robot King. Superpower cards work only with the King named.

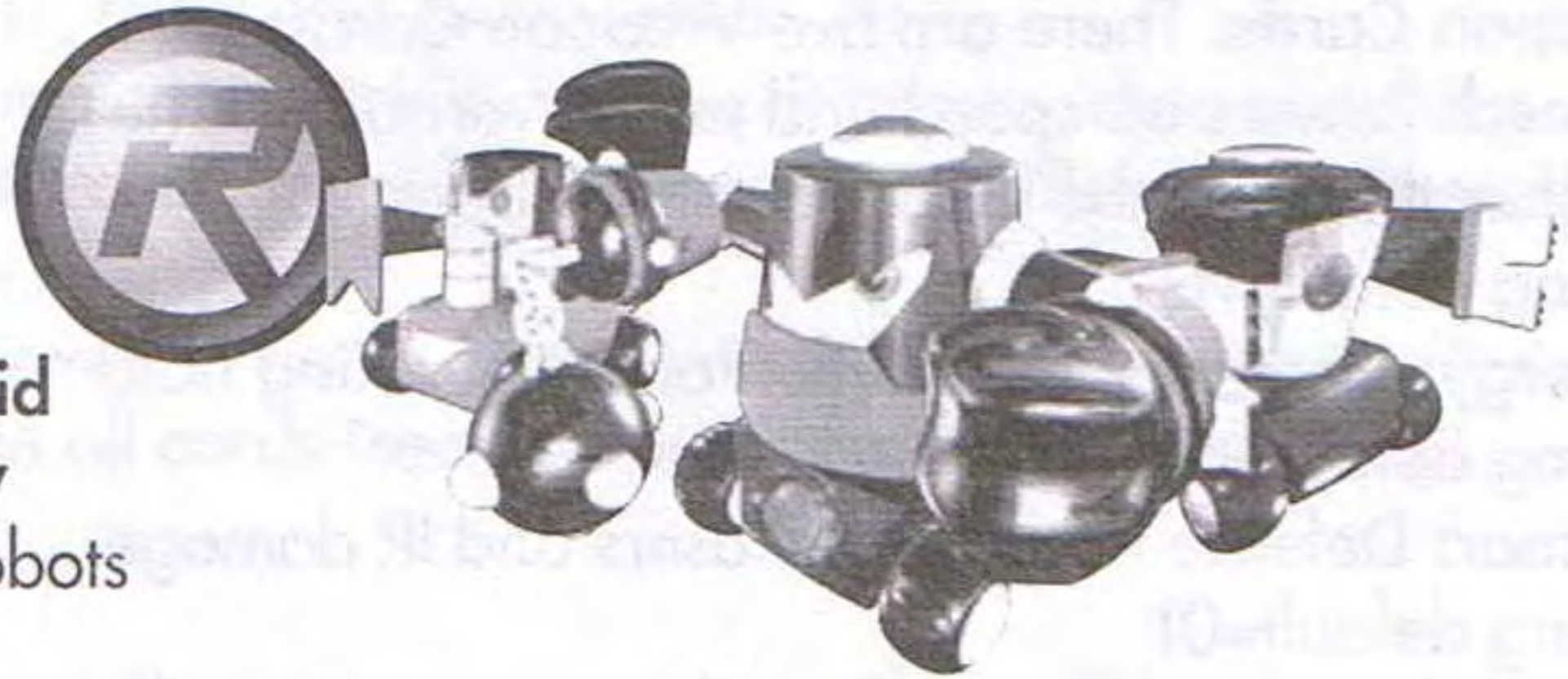
Team Affiliations

Red Army:

- King Slugnut
- Knight Slugnoid
- Soldier Sluggy

Classic Rumble Robots

- Lobjaw
- Bitor
- Lug Nut



Blue Army:

- King El Smasho
- Knight Slammer
- Soldier Slammy

Classic Rumble Robots

- Clamster
- Bolt Man
- Me-Fisto

6. TROUBLESHOOTING

There are two major solutions to most problems experienced by Rumble Robots:

- Turn King off, then on again and reswipe cards in order.
- Replace AA alkaline batteries in King or Knights (recommended every hour of play).

If a particular trouble persists, you can call the Rumble Robots customer service department at **1-800-771-1810**, check out rumblerobots.com online or follow these guidelines:

KINGS:

Trouble	Solution
Rumble Robot King is not responding to remote control.	<ul style="list-style-type: none">• Make sure the signal emitter on the remote and the signal receiver on the King are clear from obstructions.• Always point remote at King.• The remote should be within eight feet of your King.• Make sure the Terminate Switch is centered and upright.• To save battery life, your King will go into Sleep Mode after several minutes. Turn the robot off, then on to awaken him.• King must be turned off and on again and reprogrammed to battle again.• Direct sunlight may interfere with the remote control's signal. Operate Rumble Robots King indoors.• Replace the King's AA alkaline batteries.• Press Reset on your King.
King is not reading cards.	<ul style="list-style-type: none">• Make sure the bar code is facing into the King.• Make sure you are swiping the card smoothly from right to left.• Try swiping faster or slower.

King will not punch or turn.	<ul style="list-style-type: none"> • Turn your King off and then on again and reswipe his cards. • Replace your King's AA alkaline batteries. • Press Reset on your robot. • Must recharge few seconds before it is ready to punch again.
King does not fire lasers.	<ul style="list-style-type: none"> • NOTE: Lasers do not fire continuously. A King's laser must recharge for 2 seconds before it is ready to fire again. This is true even for high level laser attacks. You will hear a clicking sound if your laser is not ready to fire
After battling for a while, my King seems sluggish and unresponsive.	<ul style="list-style-type: none"> • Sluggish or slow response nearly always indicates weakening batteries. Replace batteries in the King and remote control for better performance. For optimum performance, replace your King's AA batteries with fresh, alkaline batteries. (Remote control batteries should last significantly longer than King's.)

KNIGHTS:

Knight doesn't respond to King's remote.	<ul style="list-style-type: none"> • Ensure King's power has been beamed to the Knight. NOTE: Knight responds to King's remote only after beamed. • Hold down Knight button on King's remote for as long as Knights need to be controlled. • Ensure Knight channel corresponds to button pressed (A or B) on King's remote. • The remote should be within eight feet of your Knight.
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For additional help, please call the Rumble Robots customer service department at

1-800-771-1810

APPENDIX A - CARD POWERS

This section will going into more detail about how each individual level card works with your Rumble Robot King.

Armor

- Armor protects you from Laser and Punch IR beams.

Once your armor is destroyed, your robot is vulnerable to attacks.

- Kings do not have default armor.

You must swipe an Armor Card to have armor.

(King default=0 Armor Points)

LEVEL	Armor Points
1	+1
2	+2
3	+3
4	+4
5	+5

Energy Points

- Your King starts with five Energy Points. Each level of Energy shown on the card adds one Energy point to your King.

- Energy Points keep the King alive during laser and punch attacks. When the King's Energy Point level reaches zero, the King is deactivated.

(King default=5 Energy Points)

LEVEL	Energy Points
1	6
2	7
3	8
4	9
5	10

Punch Attack

- Rumble Robots Kings and Knights emit short-range IR punch beams that will deplete your opponent's energy. Below is a complete chart for their punches. *Damage points refer to Armor and Energy points.

LEVEL	KINGS		KNIGHTS (after beaming)	
	Damage Points*	Recharge	Damage Points*	Recharge
1	0	4 sec.	1	4 sec.
2	1	3 sec.	1	3 sec.
3	1	2 sec.	1	2 sec.
4	1	1 sec.	1	2 sec.
5	2	1 sec.	1	2 sec.

Laser Attack

- Higher Laser Attack levels allow for more damage inflicted when a laser blast hits the laser target. (King default=Level 1)

LEVEL	KINGS		KNIGHTS (after beaming)	
	Damage Points*	Recharge	Damage Points*	Recharge
1	1	2 sec.	1	2 sec.
2	1-2	2 sec.	1	2 sec.
3	2-3	2 sec.	1-2	2 sec.
4	3-4	2 sec.	1-2	2 sec.
5	4-5	2 sec.	1-2	2 sec.

Speed

- Higher Speed levels allow your robot to move faster. (King default=Level 1)

LEVEL	SPEED	DIRECTION FORWARD	DIRECTION BACKWARD
1	65%	Straight, Fwd Left, Fwd Right	Straight, Back Left, Back Right
2	70%	Straight, Fwd Left, Fwd Right	Straight, Back Left, Back Right
3*	75%	Straight, Fwd Left, Fwd Right, Spin	Straight, Back Left, Back Right, Spin
4	88%	Straight, Fwd Left, Fwd Right, Spin	Straight, Back Left, Back Right, Spin
5	100%	Straight, Left, Right, Spin	Straight, Left, Right, Spin

APPENDIX B - Compatibility with Original Rumble Robots

QUESTION	ANSWER
Can I use my original Rumble Robot to battle with a Rumble Robot King or Knights?	Yes. For optimum performance set your original Rumble Robot to channel A.
Will my original Power Cards work with the Rumble Robot Kings?	Yes. However, Platinum and Superpower Cards are only compatible with the Kings.

APPENDIX C - Rumble Robots Kings Expressions: This list describes the full script of each King for reference purposes.

King El Smasho

Turn On	<ul style="list-style-type: none"> "Bot online. I am El Smasho." "I bring you pain from Spain!" "Hail to the king, baby!" "Swipe my Power Cards, amigo!"
Incorrect Swipe	"No good! Swipe again!"
Taunts	<ul style="list-style-type: none"> "What's the matter, señor? Am I too hot to handle?" "Hey, amigo! Is that all you got?" "Adios muchacho!"
Beam your Knights	Ready my troops for battle!
Superpower Punch level 1	Punch juice!
Superpower Laser level 1	Laser juice!
Superpower Energy level 1	Energy juice!
Superpower Armor level 1	Armor juice!
Superpower Speed level 1	Speed juice!
Superpower Punch level 2	Superpower punch!
Superpower Laser level 2	Superpower laser!
Superpower Energy level 2	Superpower energy!
Superpower Armor level 2	Superpower armor!
Superpower Speed level 2	Superpower speed!
Terminated	Ooh! My circuits have been refried!
Repair Card prompt	Ooh! Yo quiero Repair Card!
Repair Card swiped	I'm fixed! And I'm feeling hot, hot, hot!

King Slugnut

Turn On	<ul style="list-style-type: none"> "Bot online. I am King Slugnut!" "The crusher from Russia!" "I come in peace. You'll leave in pieces!" "Swipe my Power Cards!"
Incorrect Swipe	"No good! Swipe again!"
Taunts	<ul style="list-style-type: none"> "Is that your mommy calling for you?" "You squeal like baby!" "Am I too strong for you?"
Beam your Knights	Ready my troops for battle!
Superpower Punch level 1	Punch juice!
Superpower Laser level 1	Laser juice!
Superpower Energy level 1	Energy juice!
Superpower Armor level 1	Armor juice!
Superpower Speed level 1	Speed juice!
Superpower Punch level 2	Superpower punch!
Superpower Laser level 2	Superpower laser!
Superpower Energy level 2	Superpower energy!
Superpower Armor level 2	Superpower armor!
Superpower Speed level 2	Superpower speed!
Terminated	Argh! I am defeated!
Repair Card prompt	Quickly! Get me a Repair Card!
Repair Card swiped	Repaired! Time to rush and attack!

FCC COMPLIANCE

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressed approved by the party responsible for compliance could voice the user's authority to operate the equipment.

NOTE: This equipment 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. This equipment generates, uses and can radiate radio frequency energy and, if not install and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment 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 receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio TV technician for help

 **WARNING:**
CHOKING HAZARD - Small parts
Not for children under 3 years

Item No. 32133-102



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