

VIPER HORIZONTAL SPINNER ADD-ON



Kit Includes:

1		2822 Brushless Motor	1		FingerTech Blade Hub
1		20A Brushless Controller	4		M3 Phillips Screws
1		3/32" Hex Wrench			

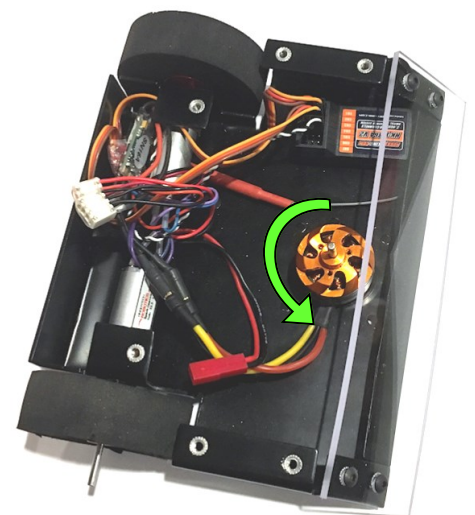
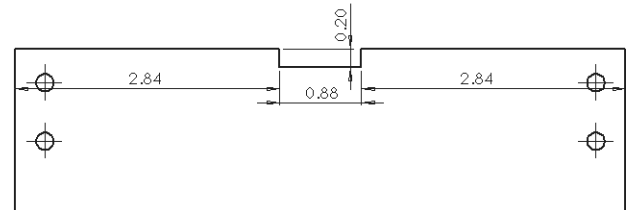
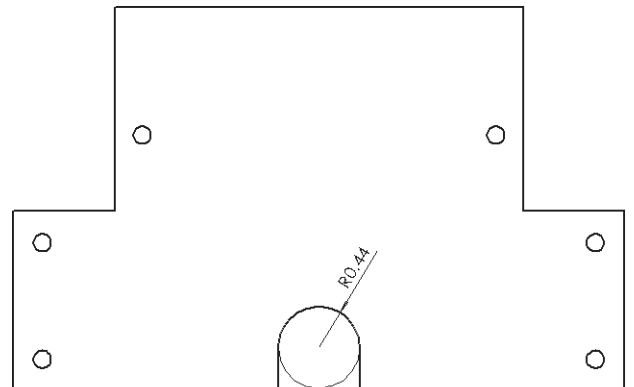
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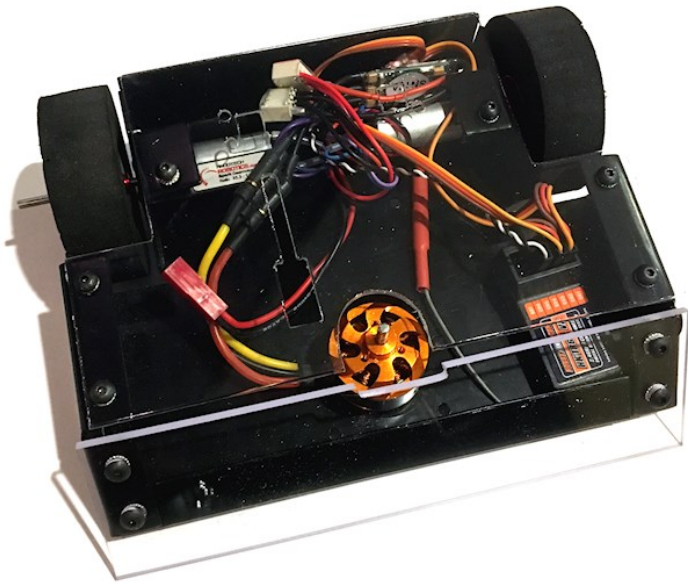
-	15/16" (or 24mm) Wrench	-	Phillips Screwdriver #1
-	1" (or 25mm) Wrench	-	Twist-ties
-	Weapon Blade (6" max)	-	Safety C-clamp
-	Threadlock liquid (medium strength)		



This robot kit can be dangerous if not used properly. Never spin the blade outside of an arena or safety enclosure. If testing the motor, remove the blade.

1. Remove the top and front armor from your Viper kit and modify it as shown.
2. Mount the **Brushless Motor** using four **M3 Phillips Screws** and threadlock liquid.
3. Plug the **Motor Controller** into the Throttle channel (Ch3) of your receiver.
4. Plug the red/black wires of the **Brushless Controller** into the red/black terminal blocks of your Viper.
5. Plug the three **Brushless Controller** output wires into the **Brushless Motor**.
6. Secure the **Brushless Controller**. Make sure to keep all wires from touching the spinning motor. Twist-ties can be helpful.
7. With wheels off the ground, power on the transmitter and robot. The **Brushless Controller** plays three tones then beeps to indicate battery voltage -2 beeps for 7.4V. If you hear a repeating beep, it is because the transmitter throttle stick is not safely all the way down.





8. Move the throttle stick up until the motor spins. Check the direction. If it does not spin counter-clockwise, swap any two of the three motor wires and the direction will reverse. Power off the robot and transmitter.
9. Reattach the top and front armor panels.
10. Secure your blade in the **Blade Hub**. Use 1" and 15/16" wrenches to tighten the **Blade Hub** after threadlock has been applied. Tighten well - you don't want it to come off!
11. Clamp the **Blade Hub** onto the motor shaft with the 3/32" **Hex Wrench**. Use threadlock on the screws so they can't vibrate loose.
12. Use a small C-clamp to secure the weapon whenever it is not inside the arena. Remove only once the transmitter and robot are powered up and communicating properly.
13. All done! Use this spinner to destroy your opponents!

