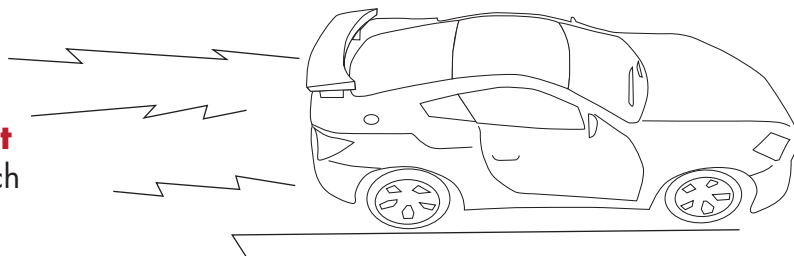




Thank you for your purchase of the **RC Pocket Racer**, the micro race car that you control!

The **RC Pocket Racer** works well on hardwood floors, sidewalks, tiles, laminate and other smooth surfaces. Race the **RC Pocket Racer** with your friends or play alone and watch the fast little racer speed by!

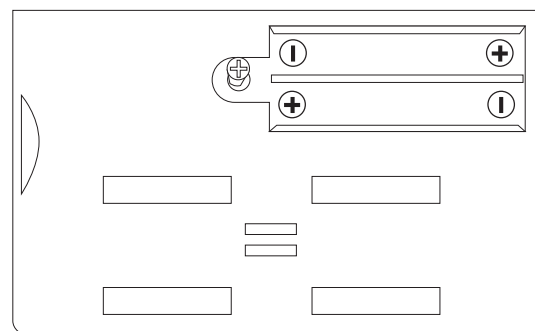


PLEASE FOLLOW ALL STEPS IN ORDER FOR EACH USE

SET UP AND BATTERY INSTALLATION/REPLACEMENT:

- 1 ▶ Loosen screw and remove battery door found on the under-side of your RC Pocket Racers remote control case.
- 2 ▶ Install two AAA batteries, be sure to follow the battery polarities indicated in the battery compartment. Replace battery door and tighten screw. (Image 1)
- 3 ▶ If the Power Indicator light goes dim (or OFF), the remote control needs new batteries (Repeat Step #1 & #2).

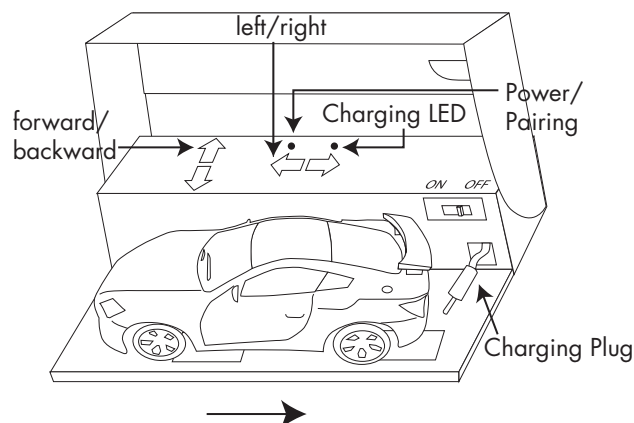
IMAGE 1



CHARGING:

- 4 ▶ Lift the clear plastic door and carefully slide your RC Pocket Racer backward (to the right), releasing it from its remote control case. (Image 2)
- 5 ▶ Turn your RC Pocket Racer car over and ensure the car is switched in the OFF position. (Image 4)
- 6 ▶ Find the charging plug inside your RC Pocket Racer remote control case. This can be found on the remote control case below the red ON/OFF switch. (Image 2)
- 7 ▶ Gently pull on the charging plug, until about 1 ½ inches of the cord is exposed. Insert the remote controller's charging plug into the car's charging port marked CHARGE on the bottom of your RC Pocket Racer (image 4). Turn remote control to ON position. Your RC Pocket Racer is now charging.
- 8 ▶ The right LED light (above the right arrow) will turn on with a solid light showing your RC Pocket Racer is charging. Allow the car to charge for a minimum of 3 minutes or until the right solid LED light turns off (approximately 6 minutes). (Image 2)
- 9 ▶ Unplug the remote controller's charging plug from the car and place the charging plug back to its original position. The right light will shut off and the left LED will begin to blink.

IMAGE 2



TURN OVER





PAIRING AND OPERATION:

- 10 ► Pairing is necessary to allow you to race multiple RC Pocket Racers at the same time. Once your RC Pocket Racer has finished charging, the left LED light (above the left turn arrow) will flash indicating that your RC Pocket Racer is pairing.
- 11 ► Turn your RC Pocket Racer over and switch to the ON position. The flashing LED light, on the left, will become solid showing the car is automatically paired with the remote control. (Image 4)
- 12 ► Press the Forward/Backward button on the remote controller for the car to go forward or backward. For turns, press the Forward/Backward button simultaneously with the Turn Right/Turn Left button. (Image 3)
- 13 ► If the car becomes slow during operation, this is an indication that the car needs to be recharged. Insert the charging plug into the car (Repeat Step #5).
- 14 ► When the RC Pocket Racer is not in use for a long period of time, the remote control should be turned off and the batteries removed.

NOTE: You can race up to 10 cars simultaneously. To operate multiple cars, they must be paired one at a time (turned on one at a time).

ALIGNMENT ADJUSTMENT:

- 15 ► If you find that your RC Pocket Racer is pulling too far to the right or left, move the alignment dial (found under the car) to adjust. Move left to offset pull to the right, move right to offset pull to the left. Be sure to move the alignment dial slightly in the desired direction until you find it is adjusted to your satisfaction.

WARNING:

- Not recommended for children under 8
- Do not submerge under water; may not operate well in humid environments.
- Do not mix old and new batteries. Exhausted batteries should be removed and properly disposed of.
- Do not dispose racer, transmitter or batteries in the trash. Follow local rules for proper disposal procedures.

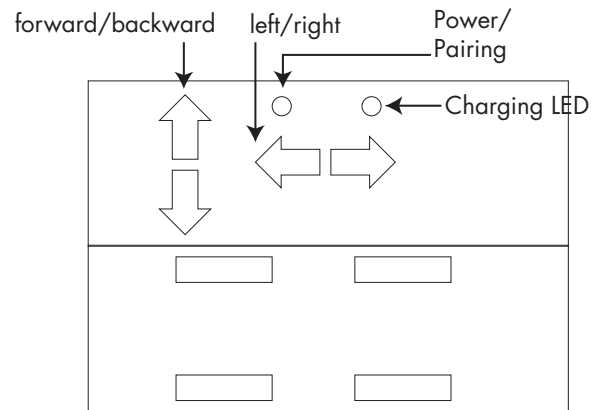


IMAGE 3

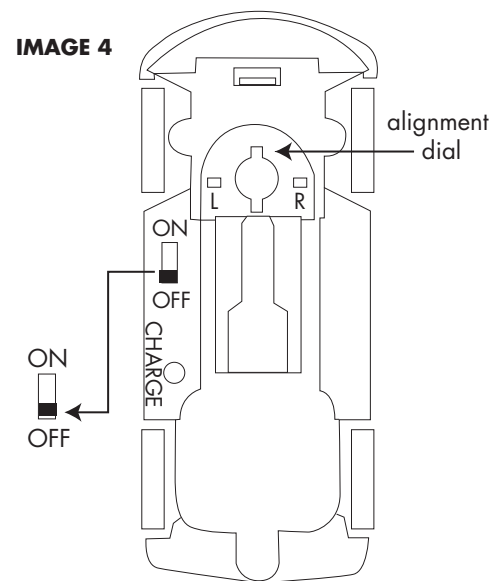


IMAGE 4

Warning: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

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 installed 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.



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