AGE 8+

# LUMI LEAGUE 2 PACK

Please read instructions completely before operating this car.

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## GENERAL INFORMATION

- This user's manual is designed for use with your vehicles and contains the instructions you will need to assemble, operate and maintain your vehicles.
- We know you are anxious to start driving, but it is very important that you take time to read the manual even if you are an experience RIC driver.
- Carefully read and follow all instructions in the manual. Failure to follow the instruction will be considered abuse and/or neglect and may void the warranty.
- Dust, Sand, water and carpet fibres can lodge in the working parts of your cars and can damage your vehicle if not removed promptly. We do not warranty your vehicle from damage due to outside elements including sand, dirt or water. The user's are responsible for the maintenance and safe operate of this vehicle.
- Never attempt to re-assemble any electronic components. These have been carefully calibrated at the factory.
- Only use manufactured parts to upgrade your car. Any malfunction incurred by custom modification will void your warranty.
- Before driving your vehicle, please read this manual completely and examine your vehicle and radio control for any defects.
- For better performance, some adjustment may be necessary.
- Always remove batteries from the vehicle and the radio controller when not in use.
- Please operate your vehicle in a spacious area. Never operate your vehicle in crowded street.
- This product is fully assembled at factory. We do not take any responsibility for damage and/or accidents that occur as the result of custom modifications and/or incorrect operation.

## LIMITED 30 DAY WARRANTY

Wecool toys offers a limited 30 day warranty on select products from date of purchase under normal and intended use service against defective workmanship and material. If our product fails to meet our limited wattanty, we will at our option, replace the product free of charge, or provide you with a replacement of comparable value.

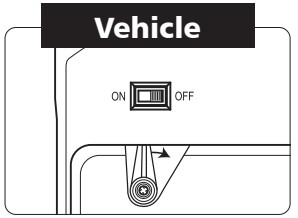
This warranty does not apply in cases of damage in transit, inadequate care or neglect, abuse, abnormal use, misuse, accidents, normal wear and tear, damage due to environmental or natural elements, failure to follow product instructions, immersion in water (except for products specifically identified by us in writing as intended for water use), barrery leakage or improper installation, improper storage or maintenance of the products, or improper service or causes not arising out of defects in materals and workmanship. For more information contact customerservice@wecooltoys.com

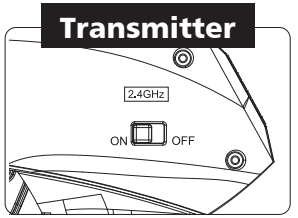


## HOW TO BIND AND PLAY

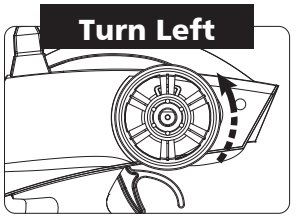
(1). Turn on the vehicle first,then turn on the transmitter.
(2). When the light of the transmitter is flash, that mean it's matching.
(3). If the light is on and not flash, that means they are matched.
(4). If it doesn't complete the binding process within 8 seconds, please turn off both the vehicle and transmitter and re-start the binding process.
(5). When the binding process is complete,whenever you switch the vehicle and transmitter on and off, it searches for the memorised code and will only lock onto the transmitter signal containing that code.
(6). If you have more than two vehicles,please bind them one by one.When the second vehicle is binding,always keep the first vehicle and transmitter on.
(7). Please turn off both the vehicle and transmitter and re-start the binding process if you are changing to another 2.4GHZ transmitter.

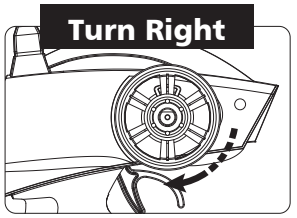
(8). Switch ON the vehicle and transmitter



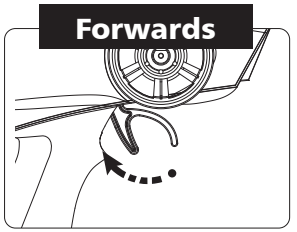



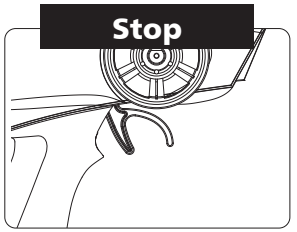

(9). Use the steering wheel to control the vehicle turning left or right

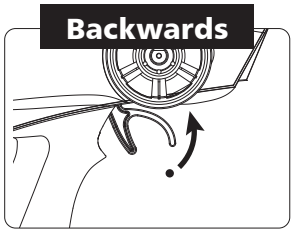



(10). Use the accelerator trigger to drive the vehicle forwards, stop, or backwards

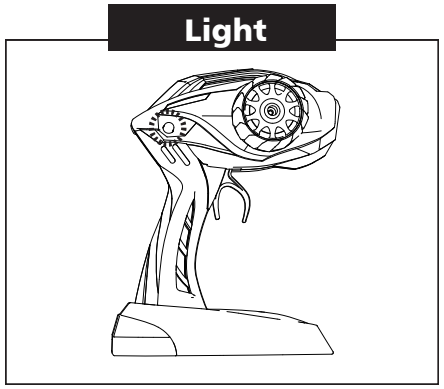


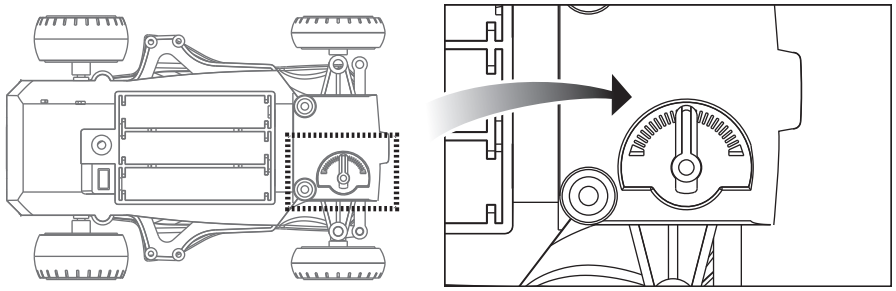



(11). Play on a smooth surface for optimum performance
(12). Remember to switch OFF the power of the Vehicle and Transmitter after playing
(13). The optimum control range is up to 20 metres indoor

(14). To turn on/off the light on the car, press the small round button on the side of the transmitter.




## HOW TO TUNE THE STEERING

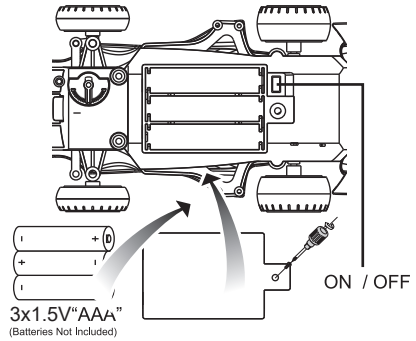


You might find out that the steering pulls to one side (it could happen once in a while after a shock or long driving hours). If that is the case, you need to adjust the steering of your vehicle. Minor trim adjustments can be performed by gently rotating the direction adjustment dial found underneath (seen above) between the two front wheels.

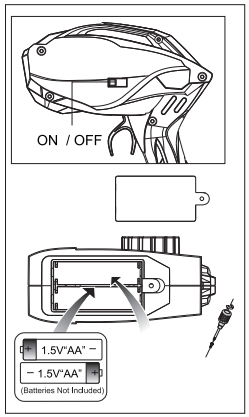


## BATTERY INSTALLATION

- **Batteries not included**




**Car**




**Radio controller**

(1). Please unscrew the battery cover on the car open it.
(2). Insert 3 x AAA 1.5V batteries in the battery compartment and close it. Tighten the screw.
(3). Please unscrew the battery cover on the transmitter and open it.
(4). Insert 2 x AA 1.5V batteries in the battery compartment and close it. Tighten the screw.

## BATTERY WARNING

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel—cadmium) batteries.
- Insert batteries using the correct polarity. Do not short-circuit the supply terminal.
- Remove batteries when not in use. Recycle or dispose of exhausted batteries according to federal, state, and local laws.
- Do not dispose of batteries in afire-they may leak or explode.
- Only use specified battery(ies), charger(s) and/or adapter, if applicable, specified by the manufacturer.
- Always use, replace, and recharge (if applicable) batteries under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the unit before being charged (if removable).
- Rechargeable batteries are only lo be charged under adult supervision;
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Packaging has lo be kept since it contains important information.
- Product may vary slightly from image shown
- Do not drive the vehicle into any hard object.

## DECLARATION OF CONFORMITY

Comforms to safety requirements of ASTM, FCC, CPSIA.

## SAFETY PRECAUTIONS

- Do not operate during thunderstorms or rain.
- Avoid water, sand, grass and snow when operating the car.
- Do not submerge car or controller in water.
- Never operate your car on the street or highway
- Never operate your car in a confined or crowded area and do not use people or animals as obstacles.
- Do not run your car into furniture, objects or hard surfaces, as this will cause damage to both the objects and the car.
- Keep fingers, hair and loose clothing away from the tires, gears and motor while the car is switched to "ON".
- Do not leave the car or transmitter near sources of heat or under direct sunlight for long periods of time.
- Do not leave the car or transmitter outside overnight. Dampness is harmful to interior components.
- Remove all batteries when not in use to avoid accidental operation
- Adult supervision is recommended when operating this car.

## DISPOSAL OF BATTERIES

Batteries should not be disposed of in the household waste. As the consumer you are legally obliged to return batteries containing harmful substances and all other used batteries. You can hand in your old batteries at public cllection points in your area or wherever batteries are sold. You will find these chemical abbreviations along with a crossed-out refuse bin on batteries containing harmful substances:

Pb=Battery contains lead
Cd=Battery contains cadmium
Hg=Battery contains mercury

## PERFORMANCE TIPS

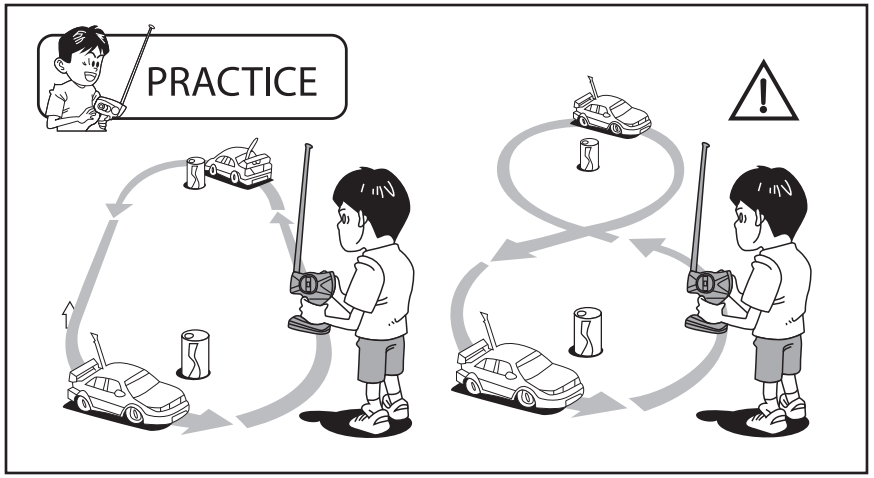
- Do not drive on grass, dirt, sand, dusts, carpet or through water
- Do not drive in windy or rainy weather
- Avoid the vehicle directly impacting with obstacles
- Switch OFF the power when not in use lo prevent damage to the vehicle or transmitter due to leakage of electrolytes from batteries
- Remove all batteries from the vehicle and transmitter when not in use for a long period of time.
- The operating range can be affected by a variety of factors:
  a) Low Voltage of batteries in the transmitter or vehicle
  b) Interference from other items that emit radio frequency signals
- It is recommended to play with the vehicle on a clean and smooth surface
- Clean the battery compartment to make sure it is free from dust to prevent poor contact of batteries



## CAUTIONS

- Do not attempt to disassemble the vehicle or transmitter.
- Do not operate the vehicle with the same frequency as other player(s) in the same location as this will interfere and make the vehicle go out control.
- Make sure the batteries are installed with correct polarities (+/-)as shown inside the battery compartment.
- Remove the package and take out all accessories before giving the Vehicle and Transmitter to a child to play with.
- The packaging and instruction manual contains important information. Please keep them for future reference.
- Warning! Choking Hazard. Not suitable for children under the age of 3 years due to small parts.
- We reserve the right to improve/amend specifications and colours without notice.
- Warning! The Antenna of the vehicle is not to be inserted into socket outlets.

## RUNNING PRACTICE




- Once you become conformable driving the vehicle, perform driving practice as shown in the figure.
- Keep practising until you feel comfortable with the steering, throttle and brake at low speeds.
- Once you are feeling comfortable try operating on on more complex configurations.
- When you have mastered the basics you will be able to drive at higher speeds in a more controlled fashion.

## MAINTAINING YOUR CAR

After running your car, the following procedures should be performed regularly and will help to maintain your car's performance.

- Inspect your car for any obvious damage
- Check the gears for wear, debris or broken/slipping teeth.
- Check the wheels and tighten the wheel screws properly.
- Check for loosen screws in the chassis.
- Check the wiring for frayed or damaged wires or connectors.
- Check the steering servo which will wear out over time and require replacement.
- Check all batteries.
- Keep the chassis clean and free of sand, dust and moisture.
- Remove and clean the motor if nesscessary. (never attempt to re-assemble the motor, you will damage it and void the warranty).
- Clean the car boby with a soft lint-free cloth.
- Remove all batteries when not in use.

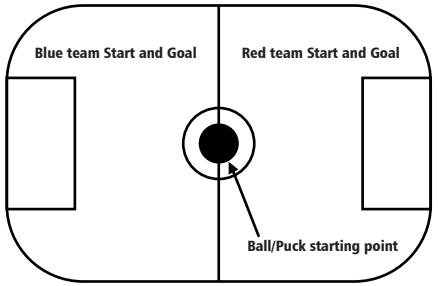
## HOW TO PLAY LUMI LEAGUE 2 PACK HOCKEY/SOCCER GAMES

### 1 OBJECT OF THE GAME

The aim of the Lumi League 2 Pack Soccer/Hockey game is for two players [or two teams if more than 2 players are playing] to play head-to-head and score three goals before their opponent.

### 2 PLAYING FIELD SET-UP

The playing field will be divided in half, where each player/team has a goal to defend in their half of the field. Each half of the playing field must be a mirror image of the other in terms of dimensions. The goal itself could be constructed with what ever materials the players decide on but must be equal in size and opening.




### 3 BEGINNING THE MATCH AND AFTER A GOAL IS SCORED

Each player will start directly in front of their own goal. The ball/puck will be placed in the center of the playing field. The youngest player will count down "3-2-1", at "1" the match begins, and players are free to attempt to get the soccer ball/hockey puck into their opponents goal. If the ball/puck goes out of the playing field, all players and the ball/puck will revert back to the beginning of the match set-up.



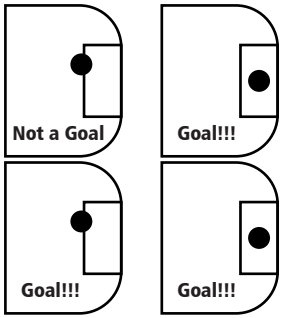
### 4 GAMEPLAY

You can use any part of the Lumi League 2 Pack body to move the ball/puck around the playing field. If your car flips over you are free to reach in and place your car on it's tires in the same location you got turned over.

### 5 SCORING

(1). Soccer Scoring: To score, the ball must go into your opponent's goal. The whole ball needs to be over the line for it to be a legitimate goal.

(2). Hockey Scoring: To score, the puck must go into your opponent's goal, The puck only needs to pass over the line for it to be a legitimate goal.




A goal can be scored with any part of the car body and/or roll in freely. If player pushes the ball/puck into their own goal, it is considered a goal for the opposing team. After a goal has been made, the playing field will revert back to "Beginning the Match and After a Goal is Scored".

### 6 WINNING THE GAME

First player/team to score 3 goals wins.

**NOTE: USE LUMI LEAGUE 2 PACK ONLY ON HARD SURFACES OR VERY LOW PILE CARPET**

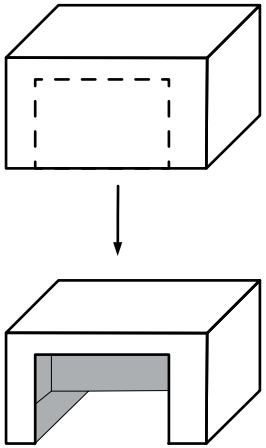
### 7 RECOMMENDATIONS

(1). Colored tape on hard surfaces works well to designate goals and boundaries

(2). Goalie box construction ideas: the Lumi League 2 Pack box, colored tape on the ground, sticks, small chair, paper, etc... Be creative and use your imagination. Just make sure it displays an easy to see perimeter, it doesn't create a bump on the ground to prevent the ball/puck entering the goal area and both goals on each side of the field are evenly matched to be fair.

(3). Field boundaries can be made out of practically anything: boxes, pool noodles, towels, rolled sheets, garden hose, rope, PVC pipe, etc... Be creative and use your imagination. Just make sure it creates an easy to see perimeter that the Lumi League 2 Pack can be not cross.

(4). Have tall carpet and not able to play on it? Use a very large fully opened cardboard box as a playing field. Just lie the cardboard flat and run the Lumi League 2 Pack ontop of the flattened box.



The Lumi League 2 Pack box has been pre perforated to become a goalie box.

## TROUBLESHOOTING

**A. The vehicle does not work at all.**

1. Check to see if transmitter and car are on.
2. Replace batteries.
3. Check if there are damaged parts.

**B. The vehicle runs slow.**

1. Replace or charge the battery pack and/or the radio batteries.
2. Make sure the vehicle is geared properly and pinion and spur gear are over tightened.
3. Clean all bushings or ball bearings.
4. Check for stripped or dirty gears.

**C. The throttle works, but not the steering.**

1. Check if the servo feels jammed, try centering it by hand.
2. Check the whole steering system.

**D. It steers, but throttle is uncontrollable.**

1. Check if there are damaged parts.
2. Replace or charge the battery pack and/or the radio batteries.

**E. The vehicle runs nosily.**

1. Check gear mesh between spur gear and pinion.
2. Check for stripped and/or dirty gears.
3. Clean and oil bushings or ball bearing.



## PRECAUTIONS AND CARE

## FCC STATEMENT

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