

**VII. Racing**

This car comes with 2 styles , each with its own frequency. Playing together with another requires different style.

**CAUTION**

This car is capable of reaching high speeds. Improper operation may be dangerous , please have a look at the following Pre-cautions.

**DURING OPERATION**

Make sure that batteries are correctly installed.

Make sure the extended transmitter antenna will not hurt other people.

Follow the following order when switching on the transmitter and car.

1. Switch the transmitter on.

2. Switch the car on.

Radio interference will cause the car to stop operation. This is a safety feature , not a malfunction.

Do not touch tires during operation.

**AFTER RUNNING CAR**

Shut down the car and the transmitter using the following order.

1. Switch off car.

2. Switch off transmitter.

Carefully retract the antenna by holding the bottom of it and not the tip.

Remove all the batteries from the transmitter and the car after use.

**REMOVE BATTERIES AFTER USE**

Leaving the switch turned on will deplete batteries and may result in a runaway car. Also, failure to remove batteries can result in battery leakage, causing damage to the transmitter and car.

**WHEN STORING THE CAR**

Remove batteries before storing the transmitter and the car.

Never store the transmitter and the car near fire, a hot place or under direct sunlight.

Never store the transmitter and the car in damp area, outdoors or exposed to rain.

**TAKE CARE WHEN USING RECHARGEABLE BATTERIES**

Enormous amounts of current can flow in the circuits when using the bundled rechargeable batteries. Improper handling can cause serious damage and accidents. Carefully follow the instructions included with your rechargeable battery and charger for safe operation.

**PLAYING WITH THE CAR**

- Avoid pulling loads or steep uphill climbs and never hinder rotation of wheels nor attempt to run model when it is stuck. Overload running can damage the motor.
- Avoid running in gravel and soft sand areas, this can result in bad acceleration and early battery depletion.
- Avoid running on thick carpets or tall grass. Grass or carpet pile can become entangled in axle shafts hindering rotation.
- Make sure that no one else is using the same frequency as yours in your running area. Using the same frequency at the same time, whether it is driving, flying or sailing can cause loss of control of the car, resulting in serious accidents. If someone is using the same frequency, move at least 1 km away to avoid interference.
- Never play the car in the street or crowded areas. Running the car in these areas can cause serious accidents and injuries.
- Avoid playing the car in standing water or under rain, moisture in mechanics can cause malfunction.
- If you have control difficulties with correctly installed fresh batteries, it may be caused by radio interference. Try to play in a different location or time to avoid problem.
- If you hear thunder or see lightning, immediately stop playing the car and retract transmitter antenna
- Follow these basic rules to gain safe and enjoyable experience with the Radio Control Car. Please retain these instructions for future reference.

Do not dismantle or tamper with this vehicle and transmitter. Columbia accepts no responsibility, expressed or implied for problems or accidents due to disassembly, remodeling or usage against instructions of this product.

**LIMITED WARRANTY**

This product is warranted to the original consumer purchaser against defects in material or workmanship for a period of 90 days from original date of purchase. If any such defect is discovered within the warranty period, we will repair or replace the unit free of charge (except for a \$10.00 charge for packing, return postage and insurance) subject to verification of the defect or malfunction upon delivery or postage prepaid to:

Columbia Telecommunication Group, Inc.  
174 Milbar Blvd.  
Farmingdale, NY 11735

This warranty does not apply to defects resulting from abuse, alteration or unreasonable use of the unit, resulting in cracked or broken cabinets or units damaged by excessive heat. YOU MUST ENCLOSE PROOF OF DATE AND PLACE OF PURCHASE AND CHECK/MONEY ORDER FOR \$10.00 TO COVER HANDLING OR WE CANNOT BE RESPONSIBLE FOR REPAIR OR REPLACEMENT. Any applicable implied warranties including warranties of merchantability and fitness are hereby limited to 90 days from date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow exclusion of incidental or consequential damaged so the above limitations and exclusions may not apply to you.

Modifications not authorized by the manufacturer may void users authority to operate this device

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 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.

**Battery Use Instruction**

- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged
- Rechargeable batteries are only to be charged under adult supervision
- Different types of batteries or new and used batteries are not to be mixed
- Only batteries of the same or equivalent type as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short-circuited
- Do not mix old and new batteries.
- Do not mix alkaline standard (carbon-zinc) or rechargeable (nickle-cadmium) batteries.



Printed in China

**SPIDER-MAN 2**

# 1:6 SCALE RC CAR

Battery Pack & Charger Included!

Model # RC-16-SM



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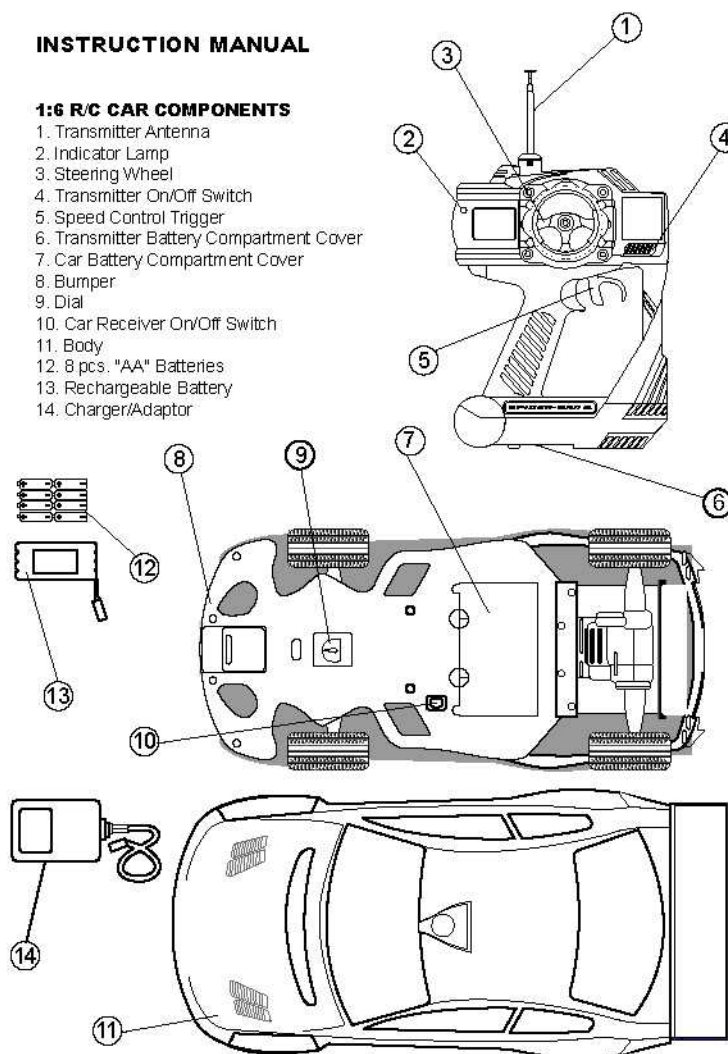
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**SPIDER-MAN 2**

## INSTRUCTION MANUAL

### 1:6 R/C CAR COMPONENTS

1. Transmitter Antenna
2. Indicator Lamp
3. Steering Wheel
4. Transmitter On/Off Switch
5. Speed Control Trigger
6. Transmitter Battery Compartment Cover
7. Car Battery Compartment Cover
8. Bumper
9. Dial
10. Car Receiver On/Off Switch
11. Body
12. 8 pcs. "AA" Batteries
13. Rechargeable Battery
14. Charger/Adaptor



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### I. Inserting transmitter battery

Put 8 pieces of "AA" batteries into the transmitter battery compartment. Always use fresh batteries and install them properly.

1. Use a screw driver to un-screw the battery compartment cover.
2. Slide open transmitter battery cover.
3. Insert 8 pieces of "AA" batteries with correct polarity as indicated on the battery compartment. Make sure the connections are secured.
4. Close and screw the transmitter battery cover.

### REMARKS

- Test the battery connection by sliding the Transmitter On/Off switch to the "On" position. The indicator lamp should light up. If not, please make sure the batteries are new, inserted in correct polarity, and is inserted properly.
- If the indicator lamp starts blinking or turns off during operation, the battery is depleted and should be replaced.
- Remember to remove batteries after operating.

### CAUTION

- Transmitting range of this R/C model is approximately 80-100m. Exceeding this distance might cause control difficulties.

### II. Inserting car battery

1. Unscrew and lift the battery compartment cover
2. Plug in the rechargeable battery properly
3. Put the rechargeable battery in the battery compartment
4. Screw the battery compartment cover

### III. Beginning to Play

1. Fully extend the transmitter antenna.
2. Switch on the transmitter
3. Switch on the car

### CAUTION

Carefully retract antenna by holding bottom of antenna and not the tip.

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### IV. Controlling the Car

#### 1. Speed Control Trigger

The speed control trigger operates when pulled or pushed with a finger. Pulling the trigger towards you runs the car forward. Pushing the trigger away from you runs the model in reverse.

#### 2. Steering Wheel

This steers the model left and right. Turning the wheel clockwise steers the car to the right and turning the wheel counter-clockwise steers the car to the left.

### REMARKS

When the car does not run straight, please adjust the dial located at the bottom front of the car.

### V. Others

#### 1. THE TIRES

This product is capable of reaching very high speeds. When the car is operated at high speed, it may cause that the tire escaped from the wheels. If this happens, it is recommended to put some instant adhesive in the gap between the car wheel and tires to prevent the take off of tires.

#### 2. CHARGING

This product is affixed with a 12V Rechargeable Battery and a 12V Charger. When charging the batteries, please connect conjunctions with the same color wires (red to red & black to black), then mount the charger to the power supply. The standard recharging time is 6-8 hours. After long hours recharging the charger may be hot, please keep away from young children.

#### 3. BATTERY

It is recommended to use the supplied rechargeable battery for the car. Manufacturer will NOT be responsible for any accidents happened as a result of using different rechargeable battery.

#### 4. MOTOR

It is NOT recommended to change the supplied motor for the car to different model. Manufacturer will NOT be responsible for any accidents happened as a result of using different motor.

### VI. Training

Practice playing the car with caution. The car runs at high speed and should be played out-door with big open space. Manufacturer will not be responsible for any damage caused by the car if it is being played improperly.

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