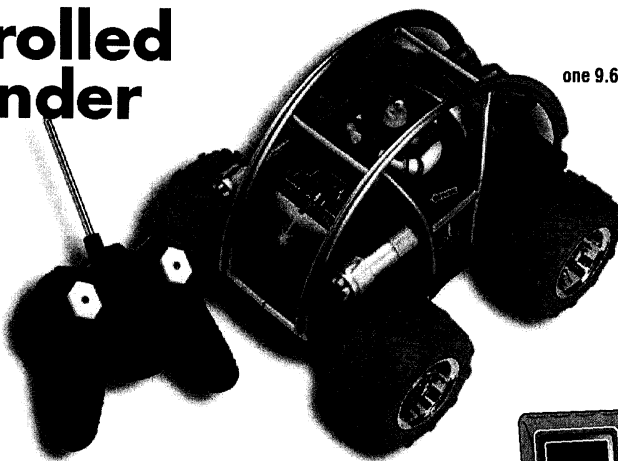


Radio Controlled Looney Lander

- R/C Full Function 4-wheel drive
- Watch'en bounce, flip n'flop, roll and tumble
- Travels at super fast speed with monster size wheels
- Watch it flip 360 degrees vertically



FOR AGES 5 AND UP

Requires one 9-volt battery,
one 9.6-volt rechargeable battery pack
and charger (included)

Responsible Party
ITEM/Art # 6135
All Rights World-wide Reserved
SUPERTOYS U.S.A. INC.
200 FIFTH AVE.,
ROOM 913 NEW YORK,
NY 10010

CAUTION: NOT SUITABLE FOR
CHILDREN UNDER 36 MONTHS
DUE TO SMALL PARTS
Tel: 212-242-6180
MADE IN CHINA

INSTRUCTIONS:

Your Bad Looney Lander is designed to do some crazy and wild tricks and stunts. The following instructions are only some of the tricks you can do. However, explore your crazy buggy to discover and invent your own tricks.

INSTALLING BATTERIES

Follow these directions:

- One 9.6-volt rechargeable nickel-cadmium (Ni-Cd) or nickel-metal hydride (Ni-MH) battery pack.
- One 9-volt battery for the transmitter.
- One battery pack charger.

WARNING: Dispose of batteries promptly and properly. Do not burn or bury them.

CAUTION:

- Use only fresh batteries of the required size and recommended type.
- If you do not plan to use the Looney Lander for a week or more, remove the batteries from the transmitter and the Looney Lander. Batteries can leak chemicals that can damage electronic parts.
- Never leave dead or weak batteries in the Looney Lander or transmitter.
- Do not charge or recharge the battery pack while it is in the Looney Lander.
- After you charge or recharge the battery (4 to 4.5 hours), disconnect it from the charger. Overcharging the battery pack might damage it.

IN THE TRANSMITTER

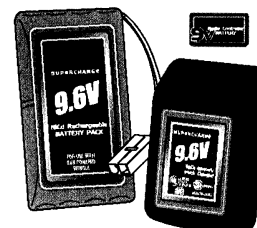
1. Slide ON/OFF on the transmitter to OFF.
2. Use a Phillips screwdriver to loosen the screw on the battery compartment cover, then remove the cover. (Fig 1)
3. Put the battery in the compartment as indicated by the polarity symbols (+ and -) marked inside. (Fig 2)
4. Replace the cover and secure it with the screw. When the transmitter's range decreases, replace its battery.

IN THE LOONEY LANDER

Before you use the 9.6-volt battery pack, you must charge it using a battery charger. Follow the charger's directions to charge the battery pack!

1. Slide ON/OFF on the bottom of the Looney Lander to OFF. (Fig 3)
2. Turn the latch on the battery compartment cover on back of the Looney Lander clockwise until it stops, then lift up and remove the cover. (Fig 4)
3. Attach the battery pack's connector to the Looney Lander matching connector. Do not force them! They fit together only one way. (Fig 5)
4. Carefully tuck the battery wire into the battery compartment, then replace the battery compartment cover and secure it by turning the latch counter-clockwise until it stops. (Fig 6)

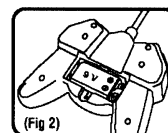
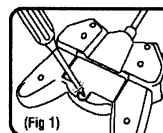
When the Looney Lander moves slowly or not at all, change the 9.6V battery pack or recharge it according to the battery charger's instructions.



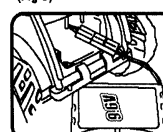
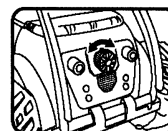
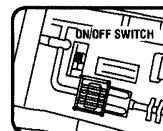
CAUTION:
IMPORTANT: BE SURE TO CHARGE BATTERY PACK 4 TO 5 HOURS BEFORE USING.

- When you disconnect the battery pack from the charger, do not pull on the connector's wires. You might damage the battery pack.
- Do not recharge a battery pack immediately after use (while it is still hot). Allow it to cool first.
- Make sure the battery compartment cover is securely fastened to the buggy before moving it.
- Do not use the battery charger in wet or hot areas.
- Be sure the transmitter's antenna is retracted before turning it off.

CONTROLLER



LOONEY LANDER



TO DRIVE YOUR LOONEY LANDER

To Drive Forward, push both sticks up. To drive in reverse, push both sticks down. To turn right, push the left stick up. For turning left, push the right stick up.

Other tricks and stunts

1. Fast 360° Spin

For cool 360° spins to the right, just push the left stick up and the right stick down. For spinning in the opposite direction, push the left stick down and the right stick up!

2. Crazy Flip - Over

Push both sticks up to drive forward. When you hit full speed, quickly jam both sticks down. Your Looney Lander will do a wild back flip. To do a front flip, push both sticks down to drive in reverse and quickly jam both sticks upward when reaching full speed.

3. Side Wheel Spins

Place Looney Lander onto its side on the ground. Push the control in opposite directions for wild side wheels spins. To flip your vehicle back onto its wheels, hold both sticks down until full speed, then jam both stick up.

Your vehicle will flip onto its back. Then jam both sticks up and down repeatedly to get your vehicle flipping back onto its wheels.

HELPFUL HINTS FOR MAINTENANCE AND PERFORMANCE:

1. Check batteries frequently.
2. Check battery terminals for contact.
3. Always turn switch both units off when not in use.
4. Run on smooth level surfaces.

MAINTENANCE TIPS

To enjoy your Drive My Looney Lander for a long time:

- Keep the Looney Lander dry. If it gets wet, wipe it dry immediately.
- Use and store the Looney Lander only in normal temperature environments.
- Handle the product gently and carefully. Don't drop it.
- Wipe the Looney Lander with a damp cloth occasionally to keep it looking new.

Fast 360 Spin



Side Wheel Spins



Crazy Flip - Over



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.

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 needed.
- ☐ Consult the dealer or an experienced radio/TV technician for help.