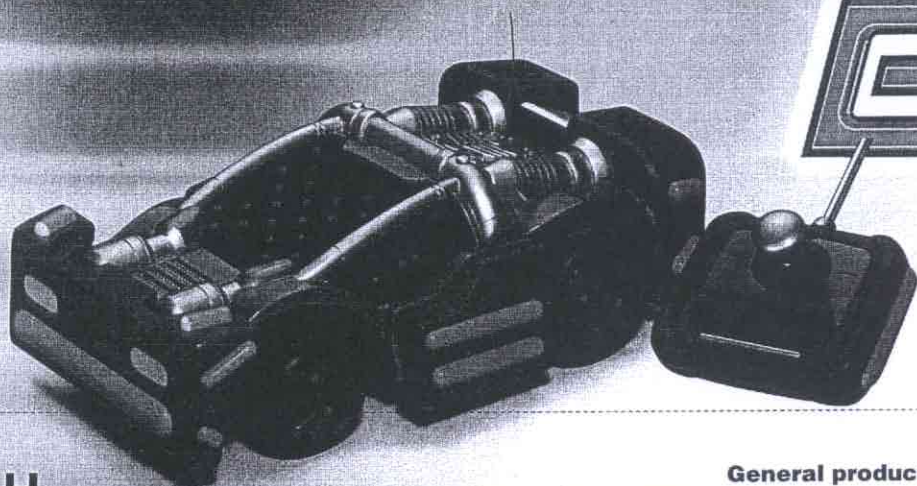


Ages 6+

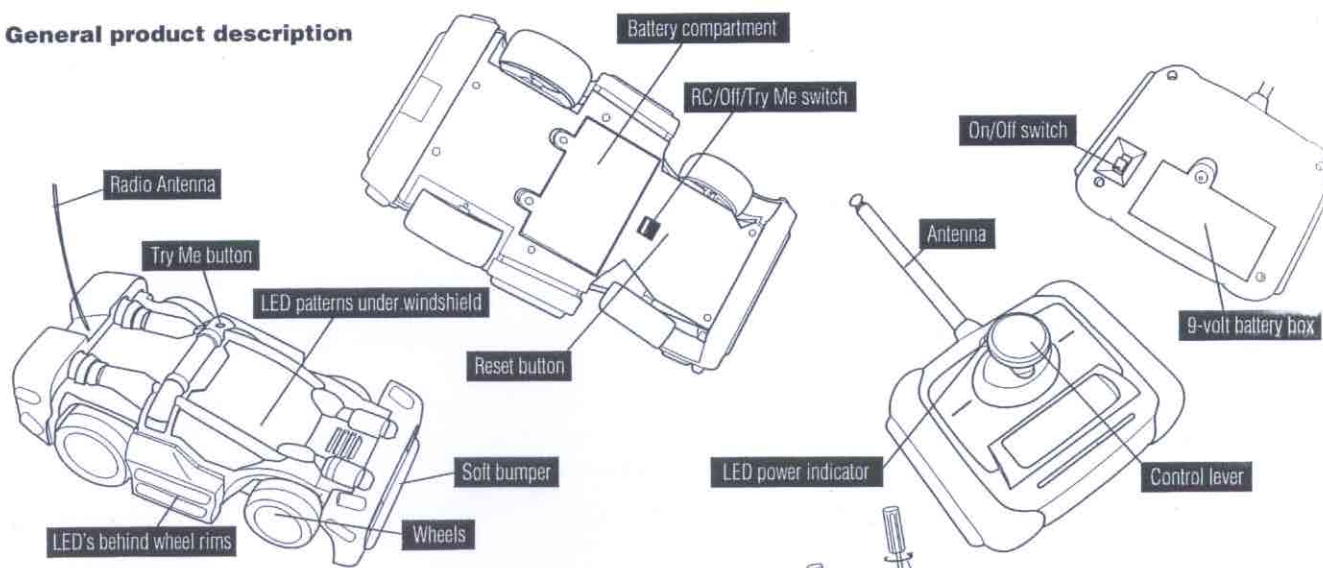
FLASHIN' BASHERS™

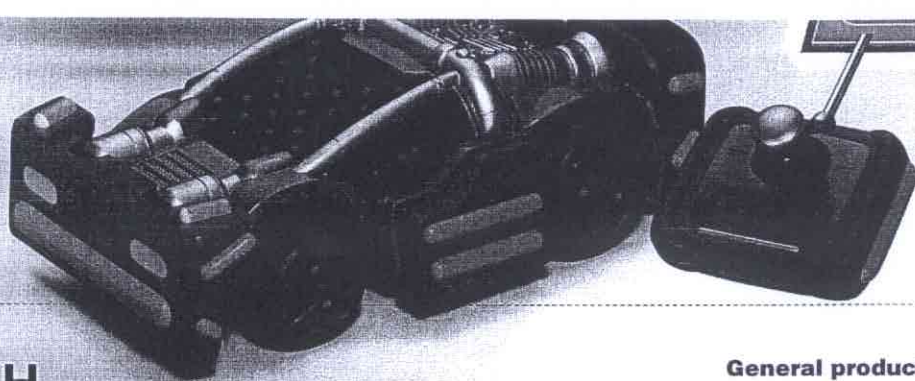


Have fun! Go ahead and crash your Flashing Bashers™! Hear the cool sound effects and see the LED animation! The soft crash bumpers let the Flashing Bashers™ bounce off anything!

Flashing Bashers™ was designed to be extremely tough. But, like all high performance vehicles, you have to know how to set it up, drive it, and maintain it to get the most out of it. Please review these instructions carefully and keep them in safe place for future reference.

General product description

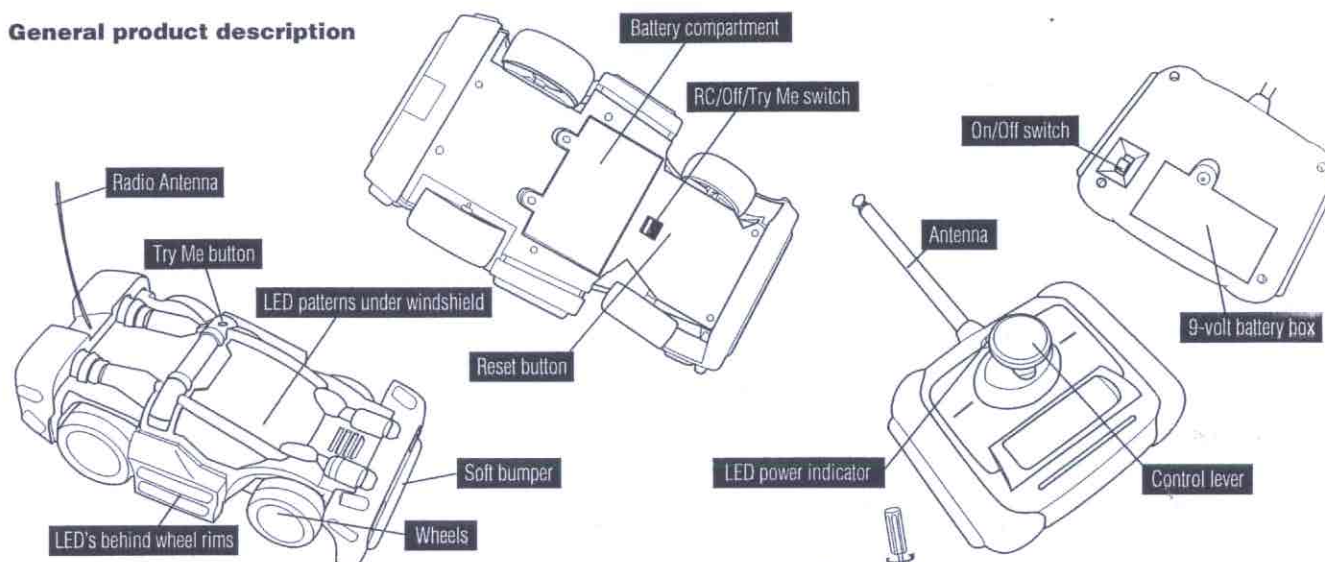




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General product description



Vehicle set up

NOTE: Your Flashing Bashers™ vehicle with a set of 4 "AA" batteries already installed. **HOWEVER,** these were intended **ONLY** for the Try Me demonstration of the toy. It is necessary for you to replace the batteries for the car to run properly.

You will also need to install a 9V transistor type battery (not included).

Battery Installation

Remove the two screws from the Flashing Bashers™ battery door with a screwdriver. Remove the door and remove the batteries. Install 6 "AA" Alkaline type batteries as shown (Fig 1) and replace the door and screws with a screwdriver.

Remove the screw and battery door from the back of the Transmitter with a screwdriver. Install the 9V transistor type battery (Fig 2) as shown and replace the door and the screw with a screwdriver.

Antenna installation

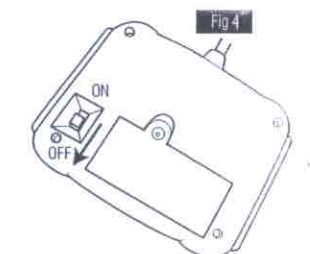
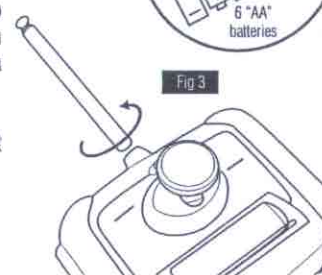
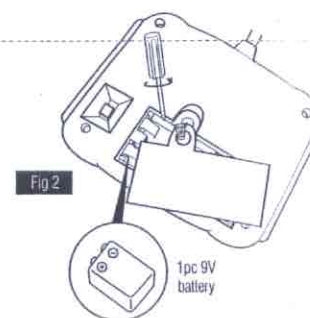
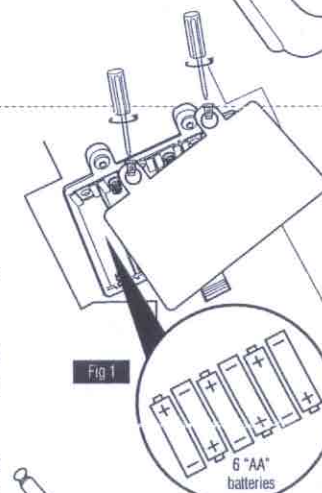
Screw the antenna into the controller as shown (Fig 3)

Finding a good location to run your Flashing Bashers™ vehicle

Flashing Bashers™ is designed to work well on indoors or on a smooth surface. Hard wood floors and tile work best. Outdoors, the Flashing works best on a smooth sidewalk or concrete surface.

When playing outdoors, take Flashing Bashers™ to a location that will allow you to **SAFELY** play with it in a large open area. A playground, unused parking lot, or open field with a flat surface will work well. **NEVER** play with your Flashing Bashers™ in a street where cars, bicycles, people or animals may be, as this can be highly dangerous.

If you run your Flashing Bashers™ indoors, be careful to not hit persons or animals that may get in the way.



Operating the Flashing Bashers™ vehicle

Turn the RC/Off Switch on the transmitter to the ON position. You can check to see if it is working by moving the Control lever forward or backward (Fig 4). The red LED power indicator will glow each time the lever is moved if the transmitter is working properly.

Turn the RC/Off/Try Me Switch on the bottom of Flashing Bashers™ to the RC position (Fig 5). NOTE: The Try Me button will no longer work. This is normal.

To make Flashing Bashers™ go forward, move the Control lever forward (Fig 6)

To make the Flashing Bashers™ go back and turn, move the Control lever back (Fig 7)

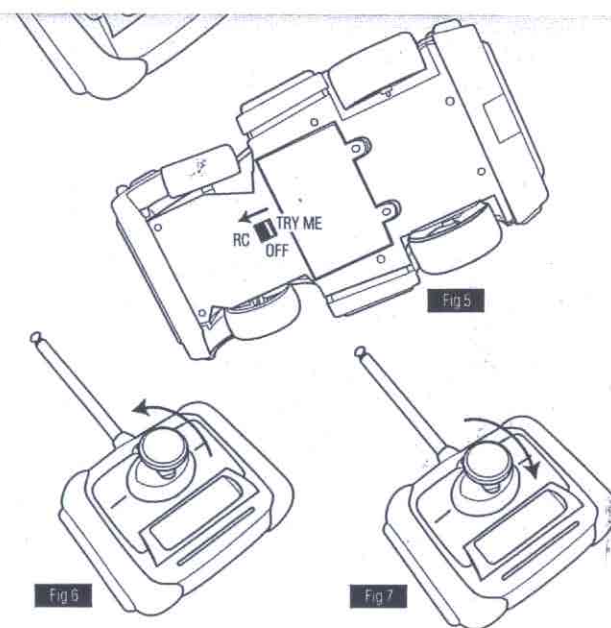
How the Sound and Light effects work

The Sound and Light effects are designed to illuminate AUTOMATICALLY whenever the vehicle hits a object firmly.

Going out of range

If your Flashing Bashers™ goes out of effective range of the Transmitter, the vehicle will automatically shut the electric motor off. You will not have control of the vehicle until you get back into range.

NOTE: Radio range will vary depending on where you run your vehicle. If you are indoors or an area of high radio "noise" (such as a power transformer, overhead electric lines, or large metal structures), your range may be greatly reduced. Normally, Flashing Bashers™ has a range of about 20 feet outdoors and 12 feet indoors.



Trouble shooting

Flashing Bashers™ vehicle does not move

- 1) Check to see that the transmitter is RC and the LED indicator lights when you move the Controller lever. Replace the 9 volt battery in the transmitter if necessary.
- 2) Check to see that the RC/Off/Try me switch is in the RC position
- 3) Check to see if the batteries in the car are too weak.
- 4) Make sure the antenna on Flashing Bashers™ and the transmitter are fully extended

Flashing Bashers™'s lights do not work

- 1) Check to see that the RC/Off/Try Me switch is in the RC position
- 2) Run Flashing Bashers™ into a solid object
- 3) Replace the batteries in the car

(NOTE: the LED's do not share power with the batteries for the motor of the car. It is possible for the car to move but the LED's not work. It is always better to replace all batteries when they are exhausted)

Battery warnings

IMPORTANT: Only parents should replace batteries.

- Use only alkaline batteries.
- Do not use rechargeable batteries.
- Insert batteries as marked and always follow the toy and battery manufacturer's instructions.
- Do not mix old and new batteries.
- Do not mix alkaline, standard, (carbon zinc) or rechargeable, (nickel-cadmium) batteries.
- Non-rechargeable batteries are not to be recharged.
- 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.
- The packaging has to be kept since it contains important information.

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.

FCC ID : NS613969-27
FCC ID : NS613969-49RX
FCC ID : NS613969-49TX

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