



INSTRUCTIONS

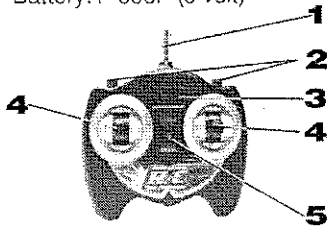
FULL FUNCTION RADIO CONTROLLED
STUNT VEHICLE X GEAR SCRAMBLER
MODEL NO:8620
27.145 MHZ

- * Ages: For 8 and up
- * Read the instructions carefully to the end before using
- * Adult guidance is strongly recommended

FEATURES

TRANSMITTER

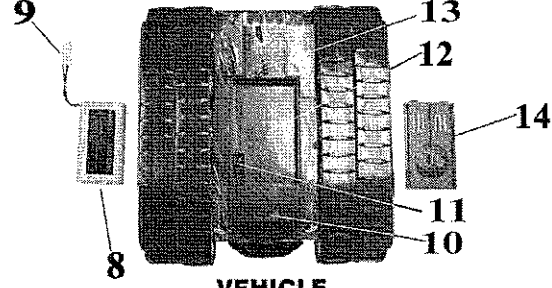
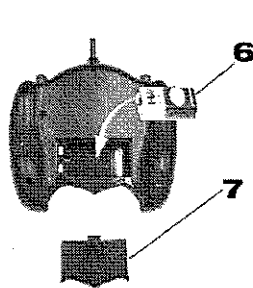
- * Full function: Forward, Backward, Turn Left, Turn Right, Stop
- * Frequency: 27.145 MHz
- * Battery: 1 *006P (9 volt)



TRANSMITTER

VEHICLE

- * Moves forward, reverse, turn right/left and various stunt actions.
- * Using a 9.6V Ni-Cd battery pack (Battery pack is included).



VEHICLE

- | | | | | |
|-----------------------------|----------------------|----------------------------|------------------------|------------------------|
| 1. Telescopic Antenna | 4. Control Levers | 7. Battery Case Cover | 10. On/Off switch | 13. Fastener |
| 2. Flipping Backover Button | 5. On/Off switch | 8. 9.6V Ni-Cd Battery Pack | 11. Power Input Socket | 14. Battery Case Cover |
| 3. Indicator Lamp | 6. 9V (006P) Battery | 9. Battery plug | 12. Battery Case | |

INSTALLING BATTERIES

1. Open the transmitter battery case cover (7), and install 1 "9V" battery (6) into the case, then close the case cover.
2. Turn away the vehicle battery case cover fastener (13) and open the cover (14).
3. Install the battery pack (8) into the battery case (12), and plug the battery plug into the power input socket (11).
4. Close the case cover and fasten it by turning the fastener.

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:

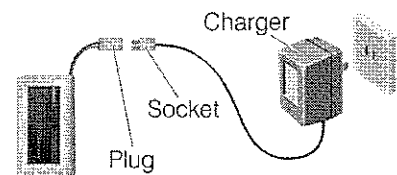
- *Reorient or relocate the receiving antenna.
- *Increase the separation between the equipment and the receiver.
- *Connect the equipment into an outlet on a circuit different from that to which the receiver is needed.
- *Consult the dealer or an experienced radio/ TV technician for help.

BATTERY RECHARGING

1. Plug the charger into a household outlet.
2. Then plug the battery plug into the output socket of the charger.
3. Appropriate recharging time is 5 hours.

CAUTION

Do not charge in excess of one day, Charging 5 hours will bring your battery to full capacity. Additional charging will not improve the output of the battery.



SAFETY RULES

- * Not suitable for children under 8 years.
- * Keep fingers, hair and loose clothing away from the tires and the wheels while the vehicle is switched "ON".
- * Don't pick up vehicle while in motion.
- * Don't put your vehicle and transmitter near any sources of heat.
- * Don't operate your vehicle in dangerous places.
- * Don't let the vehicle get wet. Don't run through water.
- * Avoid driving on sands.
- * Avoid all possible collisions, check the road ahead and watch for obstacles.
- * Children should not disassemble this vehicle.
- * If the vehicle is damaged and any broken parts are exposed, the vehicle should not be used by children until checked by adults that no sharp edges are exposed.
- * Make sure the vehicle switch is off when not in use.

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

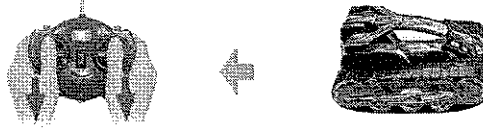
OPERATION

1. Extend the transmitter antenna to its full length.
2. Turn "on" the vehicle and transmitter.
3. Drive the car by operating the sticks of the transmitter.

1 FORWARD



2 REVERSE



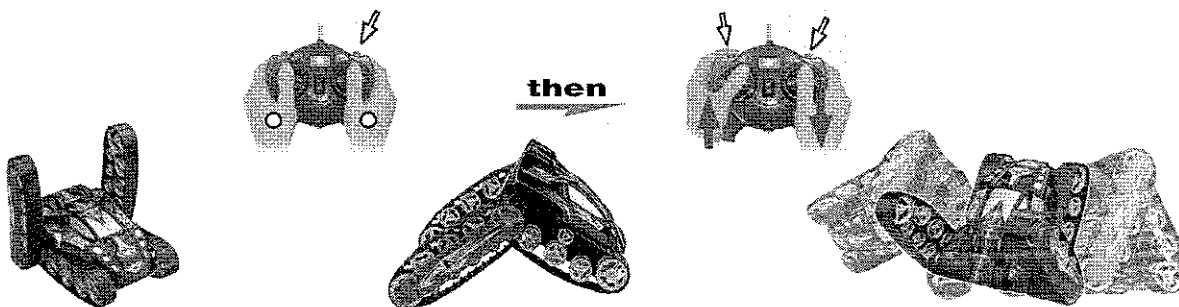
3 TURN RIGHT/LEFT IN SMALL CIRCULAR PATH



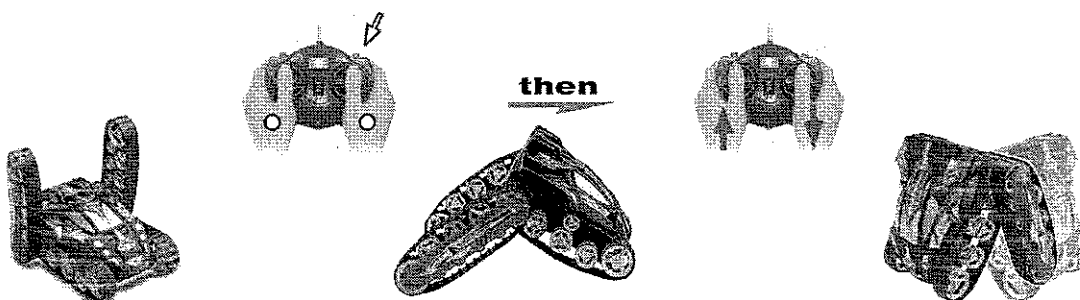
4 REVERSE MOVING IN SMALL CIRCULAR PATH



5 INCREDIBLE FLIPS



6 VERTICAL SPINS AND WALKS



7 SKIPS OVER OBSTACLES

