

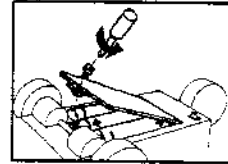
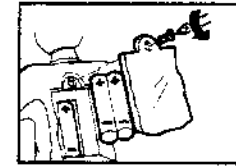


EI-147

Battery Installation:

Scooter Rider:

1. Use a Phillips head screwdriver to loosen the screw (counter-clockwise).
2. Insert 3 x "AA" size batteries with "+" and "-" signs as shown inside battery compartment (Use alkaline batteries for best result).
3. Close the cover and tighten the screw.

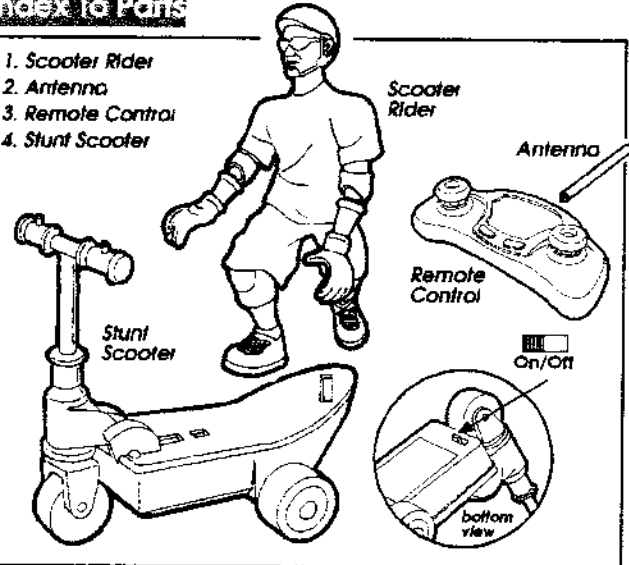


Scooter:

1. Make sure the power switch is in "OFF" position.
2. Use a Phillips head screwdriver to loosen the screw (counter-clockwise).
3. Insert 3 x "AA" size batteries with "+" and "-" signs as shown inside battery compartment (Use alkaline batteries for best result).
3. Close the cover and tighten the screw.

Index To Parts

1. Scooter Rider
2. Antenna
3. Remote Control
4. Stunt Scooter



Safety Precautions: Parents, this toy is recommended for children 5 years and older. To ensure that your child's play is both safe and fun, please review the operating instructions with your children. If toy is in the presence of children under 5 years of age, adult supervision is recommended.

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.

Getting Started

Batteries:

- Your Scooter is powered by 6 x "AA" size batteries (not included).
- Your remote control is powered by 1 x "9V" battery (not included).

Battery requirement for Scooter & Scooter Rider

- Power Supply: DC 9V 9.0W
- Rating: 6 x 1.5V "AA" LR6 / AM3
- Batteries: Requires 6 "AA" size alkaline batteries (not included)

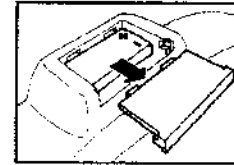
Battery requirement for Transmitter

- Power Supply: DC 9V 0.4W
- Rating: 1 x 9V / 6F22
- Batteries: Requires 1 x "9V" battery (not included)

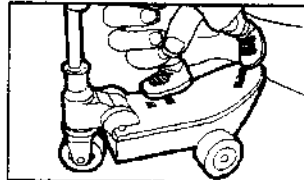


Remote Control:

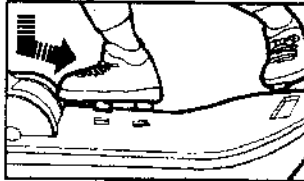
1. Push to open the battery door.
2. Install 1 x "9V" size battery as indicated with polarity as shown inside battery compartment.



Preparing To Play



1. Align Rider feet position in line with the slots on Scooter top.



2. Slot right foot into corresponding holes first (pulling leg inwards towards the back), until you hear a click to ensure a tight fit.



3. Next slot left foot into corresponding hole (pulling leg inwards towards the left), until you hear a click to ensure a tight fit.



4. Snap the posts on the Scooter handles into each hand.



5. Extend antenna for maximum frequency strength.



6. Your player is now ready to take part in non-stop Scooter action.

Important 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.

Cautions

- Do not use rechargeable 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 correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

Care and Maintenance

- Always remove batteries from the toy when it is not being used for a long period of time.
- Wipe the toy gently with a clean damp cloth.
- Keep the toy away from direct sunlight and/or direct heat.
- Do not immerse the toy into water that can damage the electronic assemblies.

Notes

- Parental guidance is recommended when installing or replacing batteries.
- New and alkaline batteries are recommended to be used in this toy to obtain best and maximum performance.
- You are advised to replace old batteries with new batteries as soon as the function becomes impaired.
- Interference will cause loss of control or uncontrolled running of the Scooter if used in vicinity of cordless telephones, baby monitors, electronic devices or other radio-controlled devices.
- To race 2 Scooters at the same time, each must have a separate frequency. One with 27MHz, and the other with 49MHz, if both have the same frequency, their signals will interfere with each other.
- Users should keep and retain this information for future reference.
- Users should keep strict accordance with the manufacturer's instructions while operating the product.



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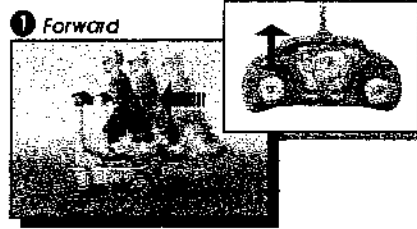
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Running Your Scooter

Joystick control:

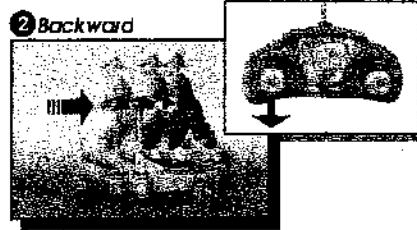
The twin joysticks on the remote control unit give the Stunt Scooter maximum maneuverability. The red LED lights up when controls are activated to indicate power source.

1 Forward



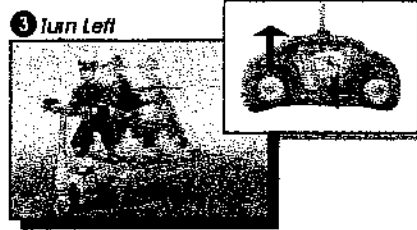
Push left stick up to run forward.

2 Backward



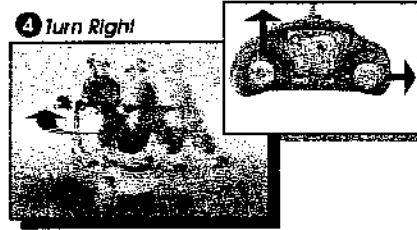
Pull left stick up down to run backwards.

3 Turn Left



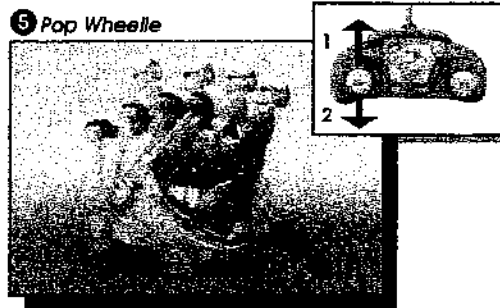
Push the left stick up and right stick left at the same time to turn left.

4 Turn Right



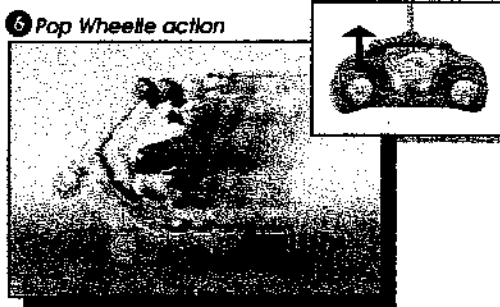
Push the left stick up and right stick right at the same time to turn right.

5 Pop Wheelie



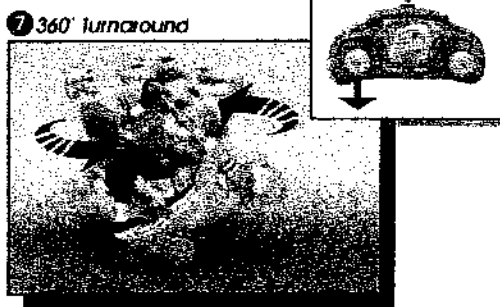
Pop wheelie action. Push the left stick up and then rapidly pull down.

6 Pop Wheelie action



Pop wheelie forward action. After it pops up, push the left stick forwards.

7 360° turnaround



After it pops up, turn counter-clockwise by pulling the left stick down.

Function Buttons:

Button "A"



Press button "A" to turn left instantly.

Button "B"



Press button "B" to turn right instantly.

Button "C"

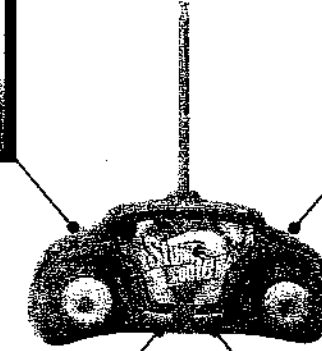


Press button "C" to turn backwards left.

Button "D"



Press button "D" to turn backwards right.



Handle bar Shaft can be twisted to left & right.



After running a period of time, Scooter will stop with Brake light on.



Trouble shooting

Symptom	Cause	Correction
Stunt Scooter does not react, or react poorly to operation by transmitter.	- High-frequency interference occurred near to high-voltage lines, transformers and some types of building. - Entered sleep mode	- Avoid these if possible, or choose another place to operate your Scooter. - Push ON / OFF switch off, then ON again to start the play.
Loss of control	- Another radio control vehicle using the same frequency is being operated near your Scooter. - Out of the control range of Controller / Transmitter.	- Race against other Scooter using different frequencies. - Move to another place where without radio frequency interference from another device.
Stunt Scooter runs slowly or does not run.	- Loose battery connection - Main power switch is not in "ON" position. - Batteries are not placed in compartment correctly. - Batteries are exhausted.	- Check battery connection. - Switch on the power. - Check the battery polarity. - Replace all old batteries with new ones.

Hints: Stunt scooter will automatically enter sleep mode after minutes when not in use. To turn it on again, simply push the ON / OFF switch off, then ON again to start to play.