



6+

Taiyo Edge® R/C Consumer Service
We want to assist you!

DO NOT RETURN THE PRODUCT TO THE STORE!

Log on: Click "Service" at www.taiyoedge.com

E-mail: help@taiyoedge.com

TOLL-FREE CONSUMER HELPLINE

1-866-4-EDGE-RC (1-866-433-4372)

OWNER'S MANUAL

SAVE THESE INSTRUCTIONS FOR FUTURE REFERENCE. THEY CONTAIN IMPORTANT INFORMATION.

Important! Please read your Owner's Manual all the way through before operating your vehicle.

Safety First

- Adult supervision is recommended.
- Drive your vehicle in a safe area away from people, pets, cars, etc. Not in streets, in or near water, or in darkness!
- Don't touch or try to pick up vehicle when it is in motion. Wait until it stops completely. Hold vehicle by back end as shown in Fig. 1 of these instructions (next page). Never pick up by the wheels.
- Keep hair, fingers, face and loose clothing away from wheels while the vehicle is switched on or while the transmitter is operating.
- Be a responsible EdgeRunner® operator! **DO NOT RUN VEHICLE IN WATER OR RAIN—WARRANTY WILL BE VOIDED**

Batteries and Charger Required (6V Battery Pack and Charger included only with Edge Runner model no. 2341; not included with model no. 2340 and 2342. Retailer decides which version to carry.)

1. **6.0-Volt Rechargeable NiCd or NiMH Battery Pack** (commonly available for R/C vehicles at many toy and hobby dealers). For longer run time, use high-capacity "NiMH" (Nickel-Metal Hydride) or "NiCd" (Nickel-Cadmium) battery packs with highest "mAh" rating number (650mAh or higher).
2. **Matching Battery Charger for NiMH or NiCd Battery Packs.** (Adult supervision of recharging is recommended)
3. **One 9-Volt Alkaline Battery for Transmitter** required (not rechargeable).

IMPORTANT BATTERY SAFETY INFORMATION

Battery Cautions

CAUTION: TO AVOID BATTERY LEAKAGE

- Make sure the batteries are inserted with the correct polarity and follow the toy and battery manufacturers' instructions.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium, nickel-metal hydride) batteries, or different types of rechargeable batteries.
- Remove weak or exhausted batteries from the product. Remove batteries from product when not in use.

ADDITIONAL IMPORTANT BATTERY SAFETY INFORMATION

- An adult should help with battery replacement.
- Only batteries of the same or equivalent type as recommended in the "Battery Installation" (or replacement) instructions are to be used.
- Non-rechargeable batteries are not to be recharged.
- If removable rechargeable batteries are used, they are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the product before they are charged.
- If you use a battery charger, it should be examined regularly for damage to the cord, plug, enclosure and other parts. Do not use a damaged battery charger until it has been properly repaired.
- Dispose of batteries safely and properly.
- Do not short-circuit battery terminals.

NOTE: NICKEL CADMIUM BATTERIES MUST BE RECYCLED OR DISPOSED OF PROPERLY.

Contact your local area office of solid waste management or other appropriate local agency for information.



Handling EdgeRunner®

Always pick up and hold your EdgeRunner vehicle from the back as shown, or from the front and back with both hands. Keep hair, hands, fingers, face and loose clothing away from wheels while the vehicle is switched on or while the transmitter is operating. Never pick up by the wheels. (Fig. 1)

Battery Charging and Care

Vehicle will not run without a 6.0V rechargeable NiCd or NiMH battery pack and matching charger, commonly available for R/C vehicles at many toy and hobby dealers. Always follow the instructions that came with your battery pack and recharger. Adult supervision of battery charging is required.

Drain Down – Cool Down – Charge Up

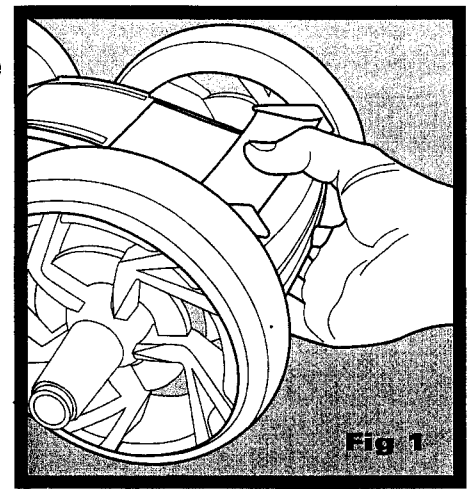
1. For best performance, run battery pack all the way down before recharging. Run until wheels slow to a stop.
2. Allow the battery pack to cool before recharging.
3. Charge fully according to the battery/charger manufacturer's instructions. Charging times differ with different types, brands, models, ages and conditions of battery packs and chargers. The first few charges of a new battery will provide shorter run times than later charges.

Battery Heat

1. Battery gets hot after use! This is normal, but be careful. Wait until battery is cool (20 minutes or more if needed) before charging. Charging batteries when they are hot will severely reduce the number of times they can be recharged.
2. After charging, battery pack will be warm. This is normal.

Running and Charging Times

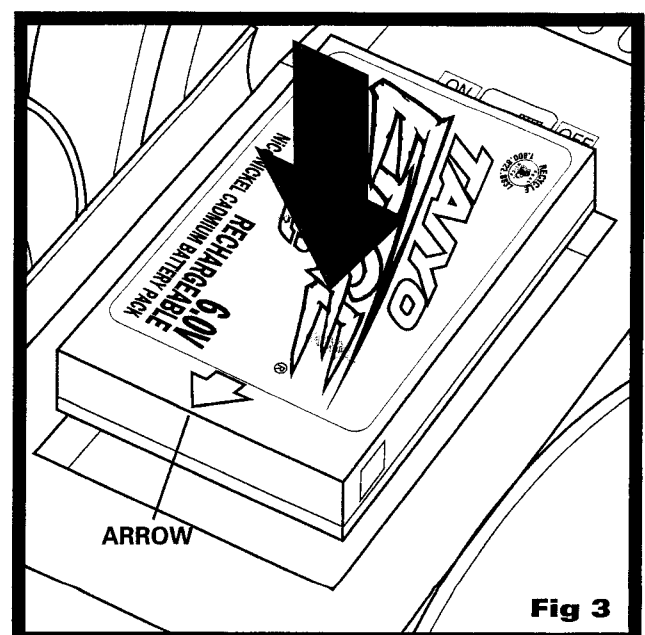
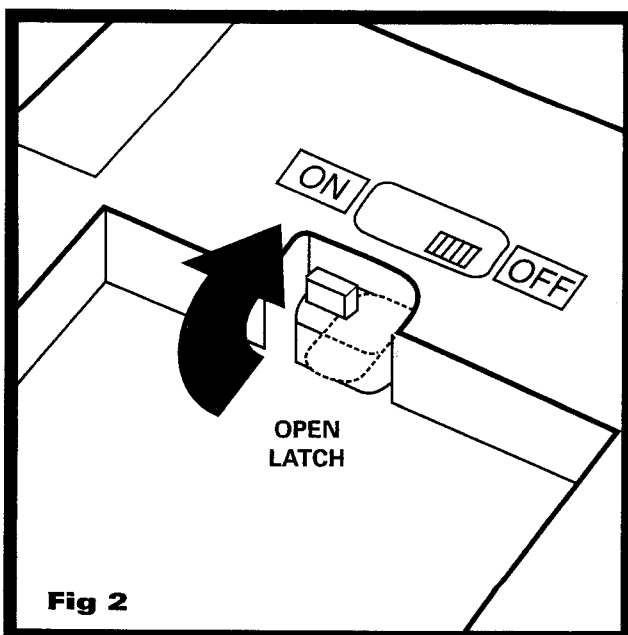
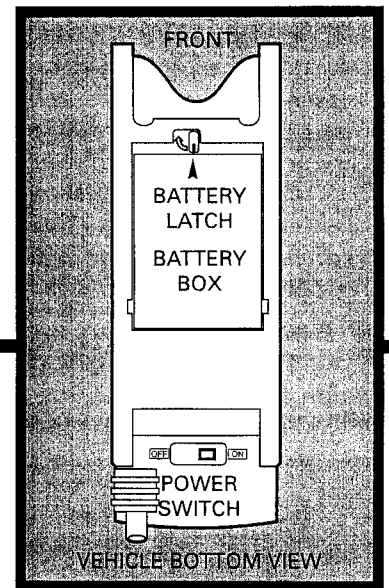
1. NiCd and NiMH battery packs are not like alkaline batteries. They lose all their power suddenly, not gradually, and vehicle will stop very soon after slowing down becomes noticeable, with little warning. This is normal.
2. Typical running time will be between 9 to 15 minutes for a typical freshly charged NiCd battery pack in good condition, depending on how you operate your vehicle, but observe how long *your* battery runs in *your* vehicle under the conditions *you* operate in. **Running time may vary over life of battery, with the first 6 charge cycles yielding significantly shorter run times than later charges. "Cycle" your battery (Drain Down/ Cool Down/Charge Up) at least 6 times before evaluating run time.**



Battery Installation

The 6.0V battery pack drops into the open battery box on the bottom of the vehicle. You then slide the pack toward the rear of the vehicle and turn the latch to secure it.

1. Turn BATTERY LATCH on the bottom of the vehicle clockwise to open position. (Fig. 2)
2. Drop fully charged BATTERY PACK straight into BATTERY OPENING with ARROW on BATTERY PACK pointing AWAY from LATCH. (Fig. 3)



- Slide BATTERY PACK all the way in direction of ARROW (toward back of vehicle) until it stops. (Fig. 4)
- Turn LATCH all the way to CLOSED position to secure BATTERY PACK inside BATTERY OPENING. (Fig. 5)

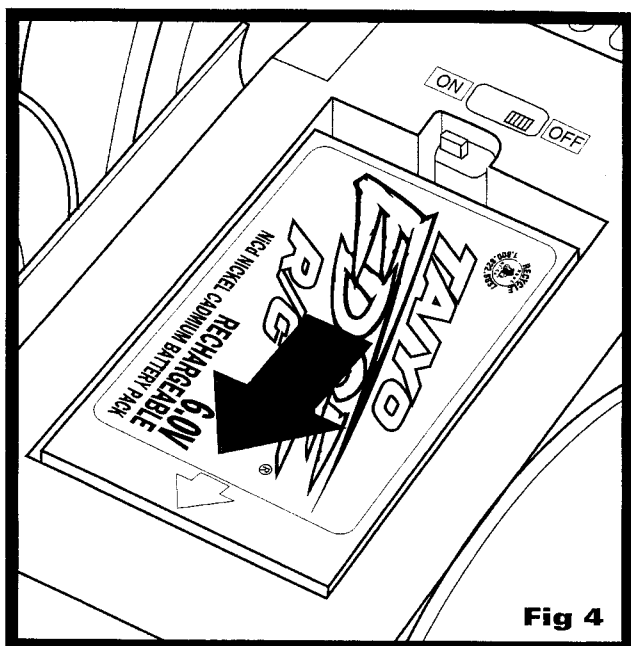


Fig 4

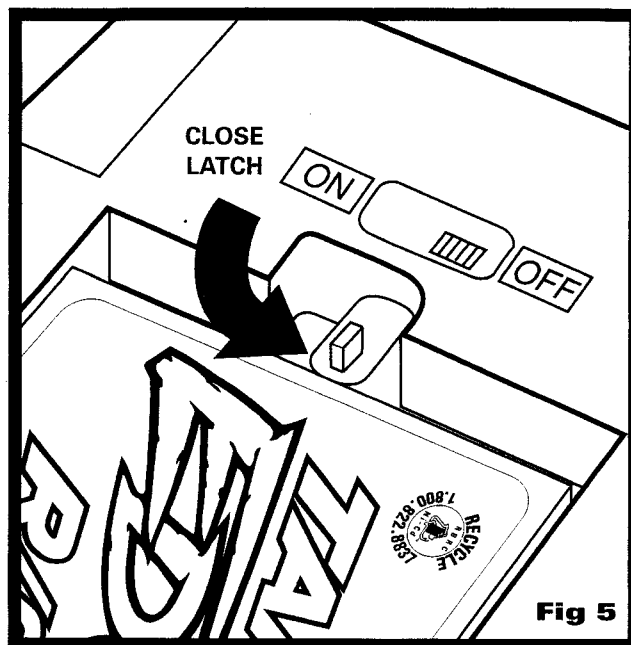


Fig 5

Transmitter Battery Installation

- Slide open BATTERY DOOR on back of TRANSMITTER. (Fig. 6)
- Insert a fresh, new 9-VOLT ALKALINE BATTERY with the polarity (+/-) as shown on the bottom of battery compartment. (Fig. 7)
- Hold battery in place with thumb and replace BATTERY DOOR. (Fig. 8)
- Check for transmitter operation by looking for the red "POWER ON" LIGHT on front to light when a JOYSTICK is pushed. If LIGHT does not come on, check battery polarity. If LIGHT still does not light, install a brand-new battery.

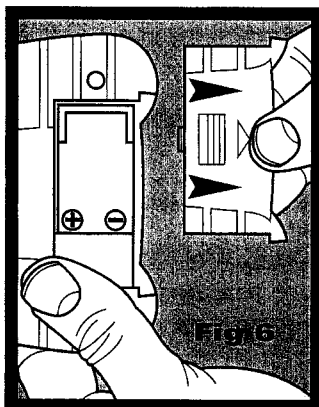


Fig 6

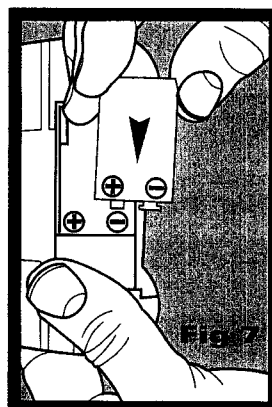


Fig 7

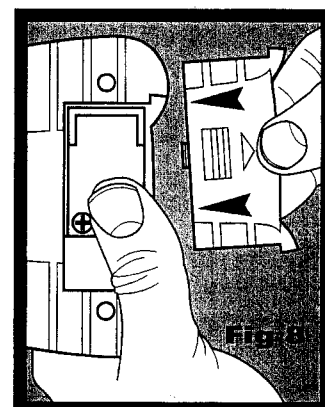


Fig 8

Transmitter Operation

EdgeRunner is controlled similar to a tank — each stick on the transmitter controls a pair of wheels, left or right.

- LEFT STICK** powers left side wheels. When pushed up (forward) it turns vehicle to RIGHT.
- RIGHT STICK** powers right side wheels. When pushed up (forward) it turns vehicle to LEFT.
- BOTH STICKS** when pushed up together make the vehicle go straight ahead.
- BOTH STICKS** when pulled down make the vehicle go straight in reverse.
- "PULSE" THE STICKS** (rapid push-release-push-release) to achieve slower speeds for better maneuverability.

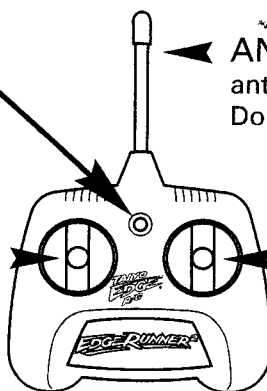
"POWER ON" LIGHT

Note: There is no on/off switch on Transmitter. Moving the sticks turns it on. It turns off after a period of non-use to save battery power.

ANTENNA Hold Transmitter so antenna points straight up in the air. Don't touch during operation.

LEFT STICK
Left Wheels Forward
Release for Left Side Neutral
Left Wheels Reverse

RIGHT STICK
Right Wheels Forward
Release for Right Side Neutral
Right Wheels Reverse



EdgeRunner Tips

1. In order to race or operate two vehicles together, one must be 27MHz and one must be 49MHz.

PULSING THE STICKS

To get your EdgeRunner® smoothly up to speed, move both sticks rapidly up (forward), quickly release them, move up again, release, etc., continuously until up to speed.

AUTO SHUTDOWN

EdgeRunner has electronic protection circuitry that may shut it off during operation. Just release both joysticks for a few seconds to reset.

**SEE EDGERUNNER
R/C STUNT GUIDE
FOR
STUNT DRIVING
TECHNIQUES**

R/C Facts for Improved Operation

1. When battery start to fully discharge, vehicle may slow, stop, or refuse to respond to your control. It's time to recharge vehicle battery or replace transmitter battery. *This is absolutely the #1 cause of all problems and questions!*
2. Radio frequency interference can interfere with the control of your vehicle. Buildings, power wires, other R/C transmitters, or CB radio can all cause problems. Pick a place to drive that's away from these things.
3. Hold Transmitter so antenna points up, not toward the vehicle. Keep vehicle within range (about 65 feet) to keep control. If vehicle goes out of range, try lifting transmitter high into air to increase range for vehicle recovery.
4. Wipe vehicle clean and dry after each use, including inside battery compartments.
5. Turn vehicle power switch off immediately after running. Remove batteries for storing. Keep vehicle and Transmitter away from heat and direct sunlight and moisture.

Troubleshooting Guide

Don't take your EdgeRunner back to the store--try solving problems using this valuable guide.

Problem	Probable Cause	Correction
Vehicle runs slowly, or won't move, or won't steer	• Batteries dead or low charge • Batteries installed incorrectly • Loose battery connection • Power switch is off	• Remove and replace batteries, making sure battery direction (polarity, +/-) is correct and battery compartment contacts, plug and socket are clean. • Recharge vehicle battery. • Replace transmitter battery. • Turn on Power switch.
Erratic operation, loss of control, short range	• Radio interference • Weak Transmitter battery	• Move to another location. • Point antenna up in the air, not at vehicle. Don't touch antenna. • Recharge 6.0V battery pack and/or replace 9V alkaline battery in transmitter.
Vehicle stops working after going through water, mud or snow	• Water in battery/electronics/motor areas DO NOT RUN VEHICLE IN WATER OR RAIN—WARRANTY MAY BE VOIDED	• Turn power switch off IMMEDIATELY, remove battery pack, dry inside and out with clean soft cloth and allow to dry overnight with battery door open. • Avoid wet surfaces, puddles, rain and snow

COMPLIANCE WITH FCC REGULATIONS

THIS DEVICE COMPLIES WITH PART 15 OF FCC RULES. OPERATION OF THIS DEVICE IS SUBJECT TO THE FOLLOWING TWO CONDITIONS:

(1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE.

(2) THIS DEVICE MUST ACCEPT ANY HARMFUL INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

This device generates and uses radio frequency energy and if not used properly may cause interference to radio and television reception. It has been tested and found to comply with the limits set by the FCC, which are designed to provide reasonable protection against such interference.

CAUTION: FCC Regulations state that changes or modifications to this product not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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2340-US



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EDGERUNNER® 2 STUNT GUIDE

**Important! Please read your Owner's Manual (also inside box)
all the way through before operating your vehicle.**

SAVE THIS GUIDE FOR FUTURE REFERENCE. IT CONTAINS IMPORTANT INFORMATION.

Important Safety and Operating Information

- Adult supervision is recommended.
- Drive your vehicle in a safe area away from people, pets, cars, etc. Not in streets, **in or near water**, or in darkness!
- Don't touch or try to pick up vehicle when it is in motion. Wait until it stops completely. Hold vehicle by back end as shown in Owner's Manual. Never pick up by the wheels. Keep power switch off when handling vehicle and until ready to run.
- Keep hair, fingers, face and loose clothing away from wheels while the vehicle is switched on or while the transmitter is operating.
- Be a responsible Edgerunner® 2 operator!

Choosing a Stunt Location

1. Operate your Edgerunner only in a safe location away from traffic, people, pets, cars, obstacles, water and anything else that it could come in contact with. Make sure there is also a safe location for you to stand while you operate your vehicle.
2. Choose an area with lots of open space that is flat, smooth and clean.
3. Always have proper permission to use the location and obey all signs, regulations and laws.
4. Use a skateboard halfpipe only with permission and only when no skateboarders are on it.
5. An adult should supervise the construction of a jump ramp.
6. Be careful when performing ramp jumps. Make sure no people or pets are near the ramp.
7. Clean up when finished. Do not leave ramps or your other materials behind.
8. When in doubt, ask local authorities if it's OK to use the location.

Edgerunner Stunt Tips

1. Start with a fully charged battery pack and a fresh, new alkaline battery in the transmitter. Bring along additional charged battery packs and alkaline batteries for longer stunt sessions. (6V Battery Pack and Charger included only with Edgerunner model no. 2341; not included with model no. 2340 and 2342. Retailer decides which version to carry.)
2. Stunts are rated for difficulty (1=easiest). Start with easier stunts and work your way up to the difficult ones.

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© 2001, 2002 Taiyo Edge Ltd. Co., P.O. Box 1470, New Smyrna Beach, FL 32170, U.S.A. All Rights Reserved. U.S. Patent 6,024,627. China Patent 01309828.4. U.K. Patent GB2328382. Other U.S. and Foreign Patents Pending. Product specifications subject to change.
Product may differ from illustrations.

2340-US

EdgeRunner™ Stunt Tips, Continued

3. Some stunts require a ramp, which you need to supply. You can build your own (Adult Supervision Required). Suggested materials for a simple ramp include a 1/4-inch plywood board (a suggested size might be 4' x 4') propped up to a 20° angle with a 1" or thicker piece of wood or other material (4' wide by about 18" tall in our example) as shown.

4. Some of the stunts will work best on particular surfaces.

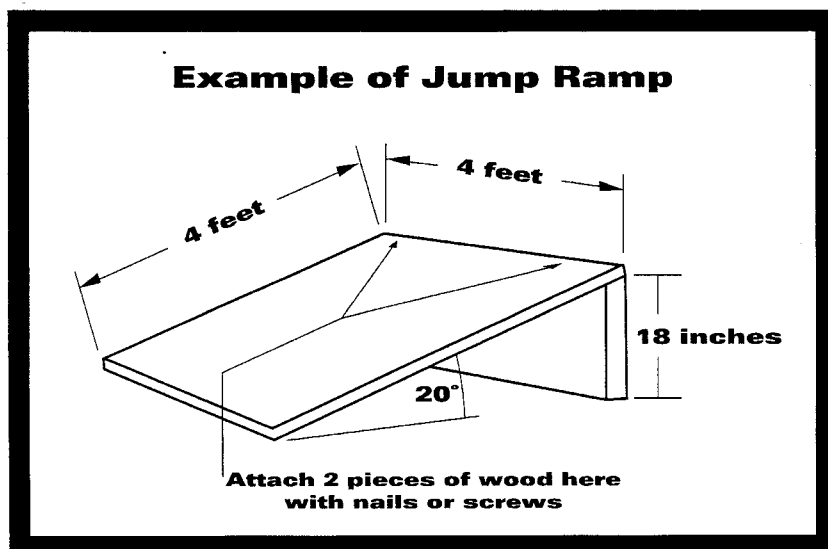
Low Grip Surfaces are best for stunts that require spins and other maneuvers where it's best for the wheels to slip rather than grip. Examples include tile or wood floors, smooth concrete or sealed asphalt.

High Grip Surfaces are best for stunts that require abrupt changes of direction where the wheels need good grip. Examples include asphalt or concrete that are slightly rough or have had material like gravel added to them before pouring for more traction.

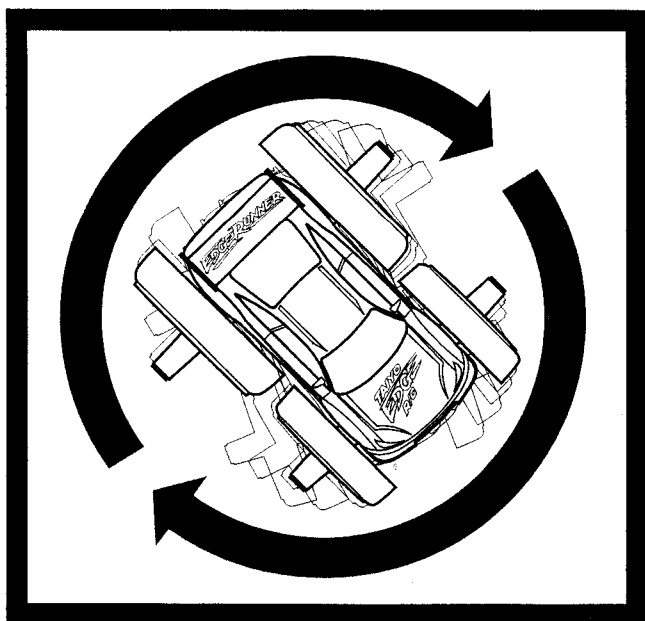
All surfaces should be smooth, clean and free of debris.

5. "Pulsing" the Sticks: To pulse the sticks, quickly move both sticks up (forward) together and quickly release them. Repeat this rapidly to help you smoothly build up straight-line speed from a standing start. When your EdgeRunner gets going to about half speed, hold both sticks up to reach maximum speed.

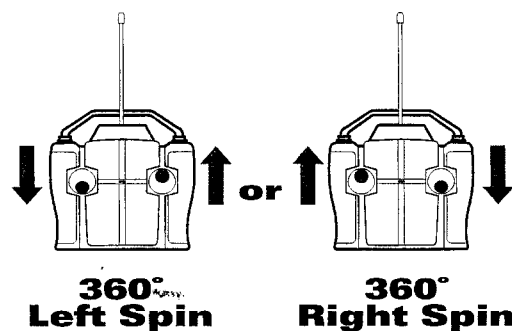
6. Remember, you can invent your own stunts!



360° Spins



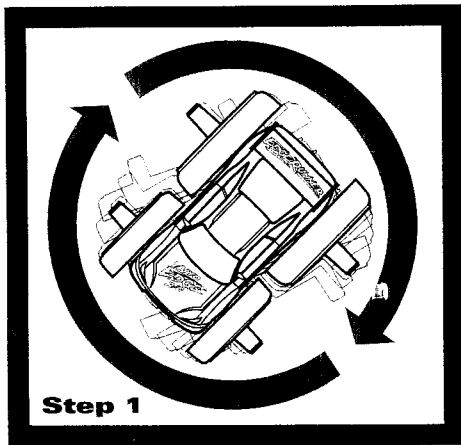
Degree of Difficulty: 1



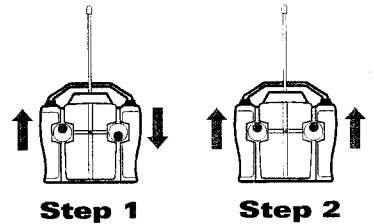
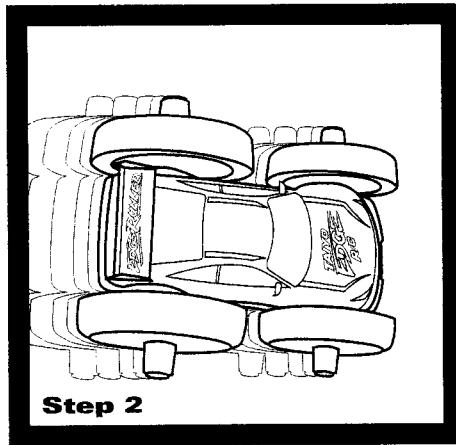
Surface: Smooth concrete, tile or wood floor. The smoother, the faster the spins.

1. Move the sticks in the opposite direction.
Variation: Works upside-down too!

Grind the Pegs



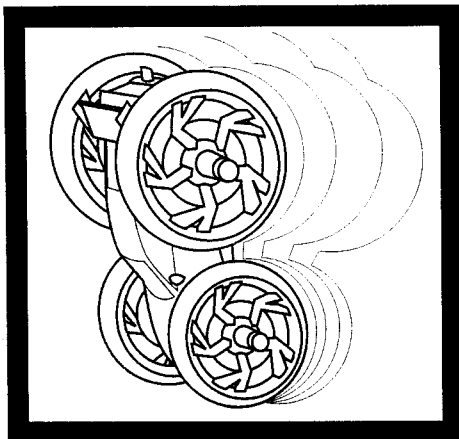
Degree of Difficulty: 3



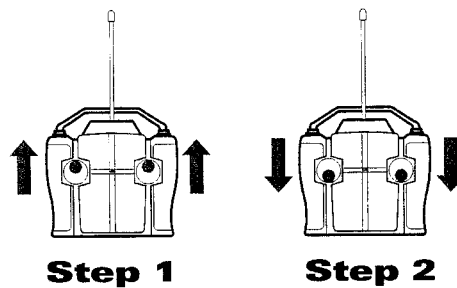
Surface: Low grip, smooth concrete, tile, wood or sealed asphalt

1. Hold until vehicle is doing rapid 360's.
2. Push right stick forward sharply, hold

540 Endo



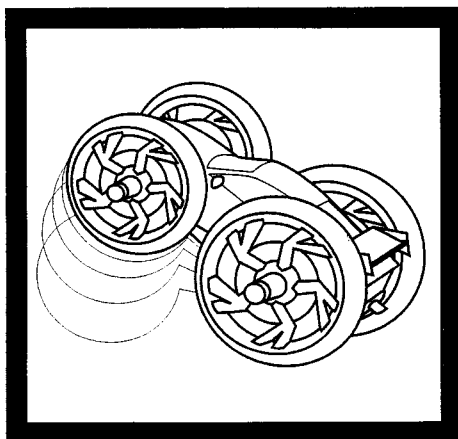
Degree of Difficulty: 3



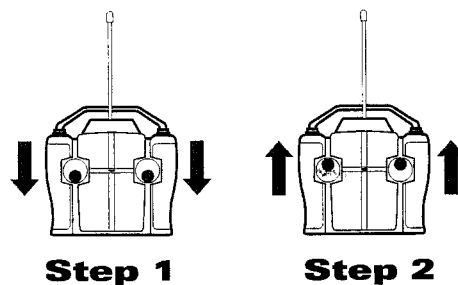
Surface: High-grip asphalt or rough concrete

1. Run forward about 20 feet to build up speed
2. Pull both sticks backward sharply and hold

Wheelie



Degree of Difficulty: 5

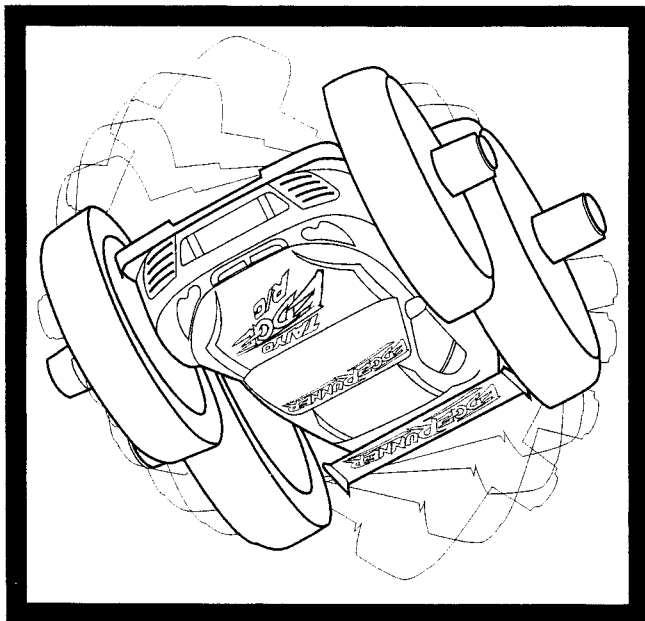


Surface: High-grip asphalt or rough concrete

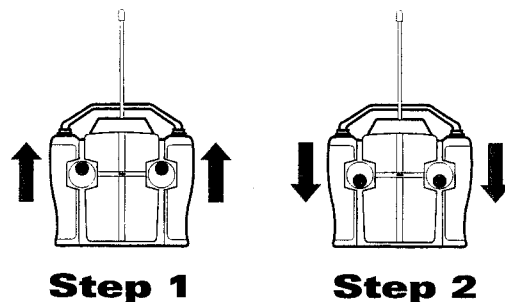
1. Drive backwards a few feet
2. Push both sticks sharply forward

Variations: Roof side down. Reverse wheelies--go forward, then back

Freestyle™



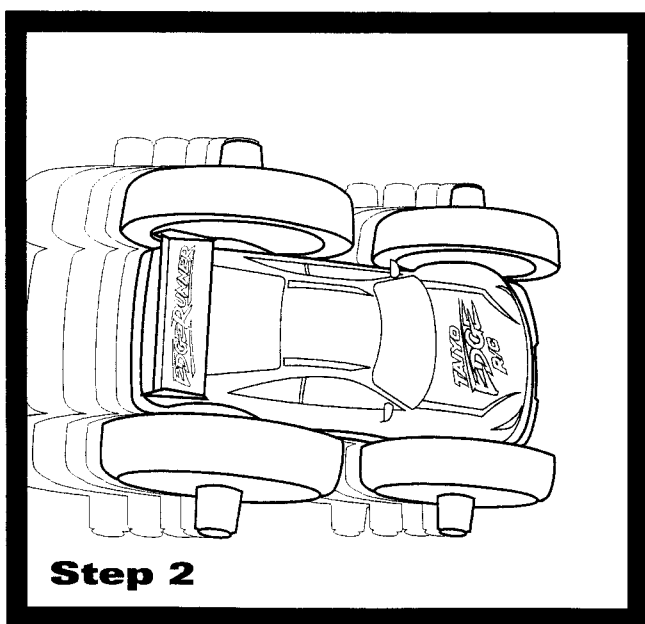
Degree of Difficulty: 6



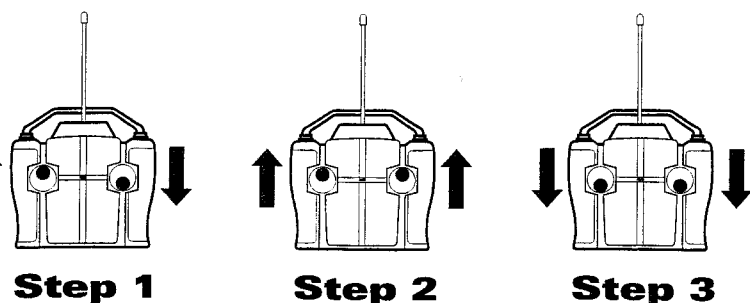
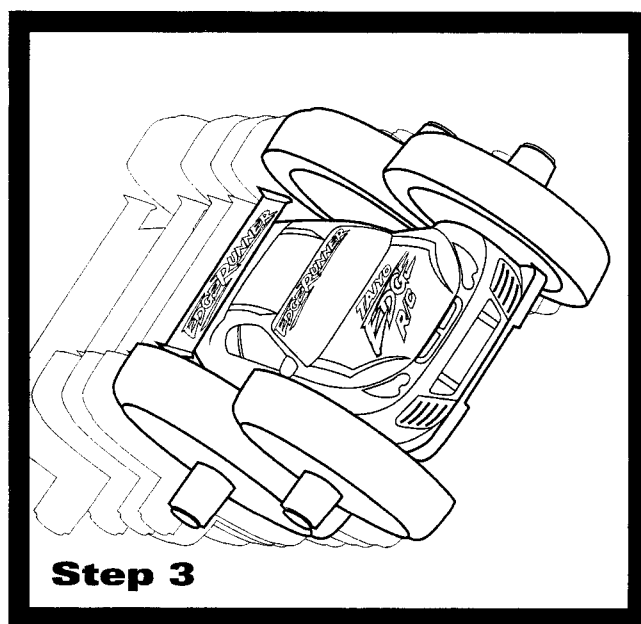
Surface: High-grip asphalt or concrete. Clean and free of debris.
Start with roof down, large wheels forward.

1. Both sticks up. Drive forward 20-30 feet to build speed.
2. Reverse and both sticks sharply at the same time, and hold as vehicle bounces on one or more wheels while flipping.

Sick Peg Flip



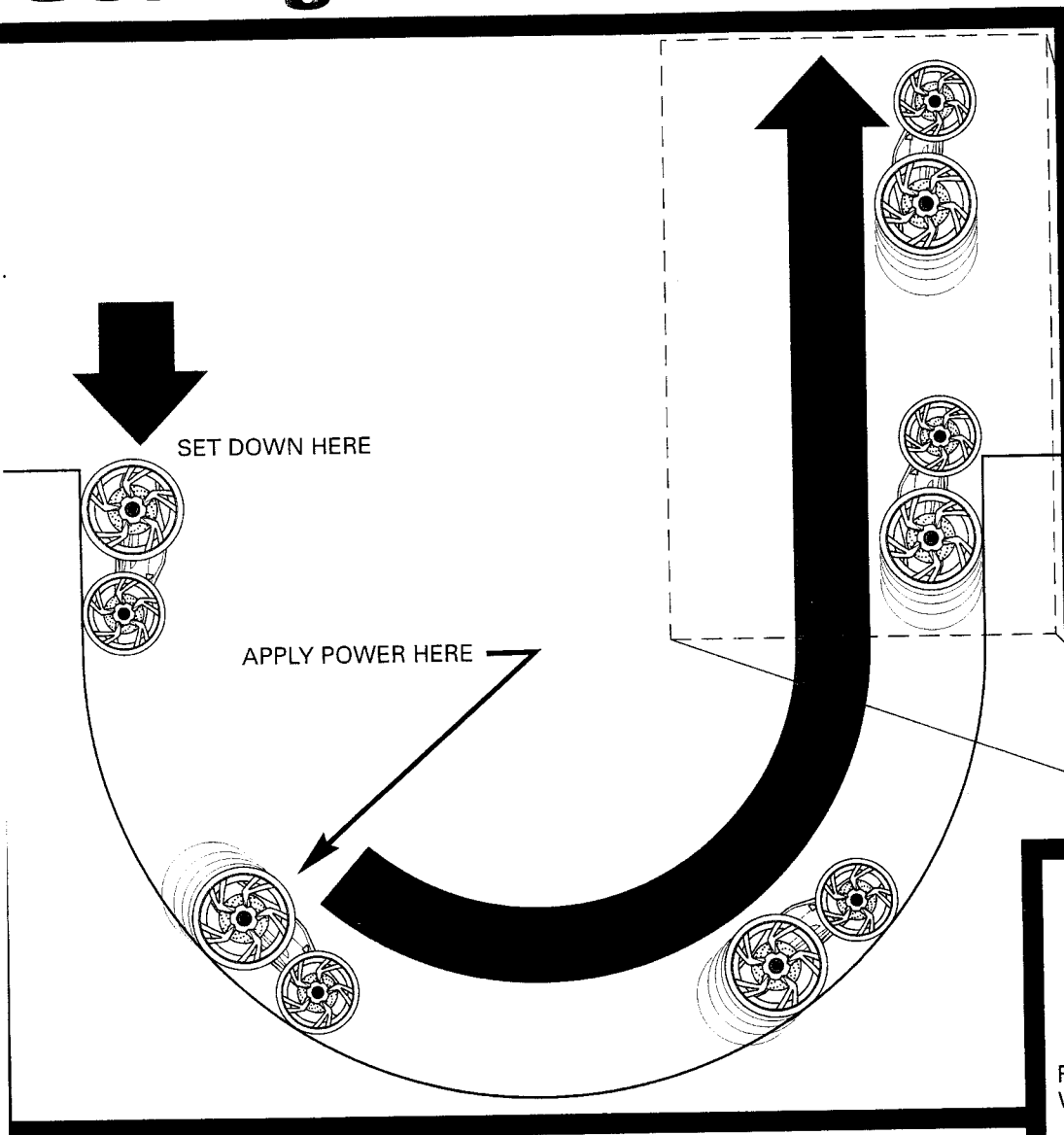
Degree of Difficulty: 6



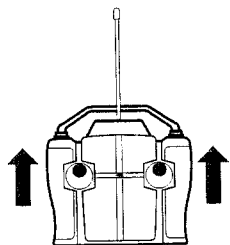
Surface: Low grip, smooth concrete, tile, wood or sealed asphalt

1. Hold until vehicle is doing rapid 360's.
2. Push right stick forward sharply and hold--you are "Grinding the Pegs."
3. Now sharply pull both sticks down.

Get Big Air



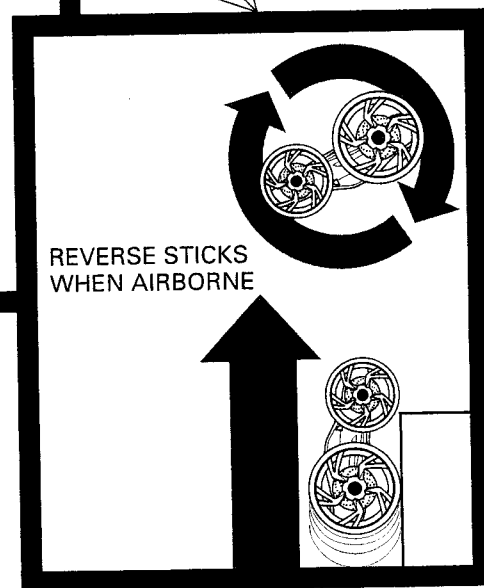
Degree of Difficulty: 9



Step 1

Surface: Skateboard park halfpipe

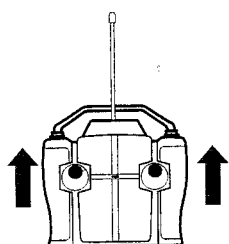
1. Place vehicle wheels on downslope of halfpipe and release.
2. Apply power at bottom, hold power on until vehicle clears opposite pipe



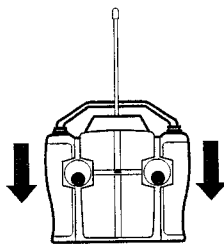
Sick 720
Degree of Difficulty: 10

Surface: Skateboard park halfpipe

Place vehicle wheels on downslope of halfpipe and release.



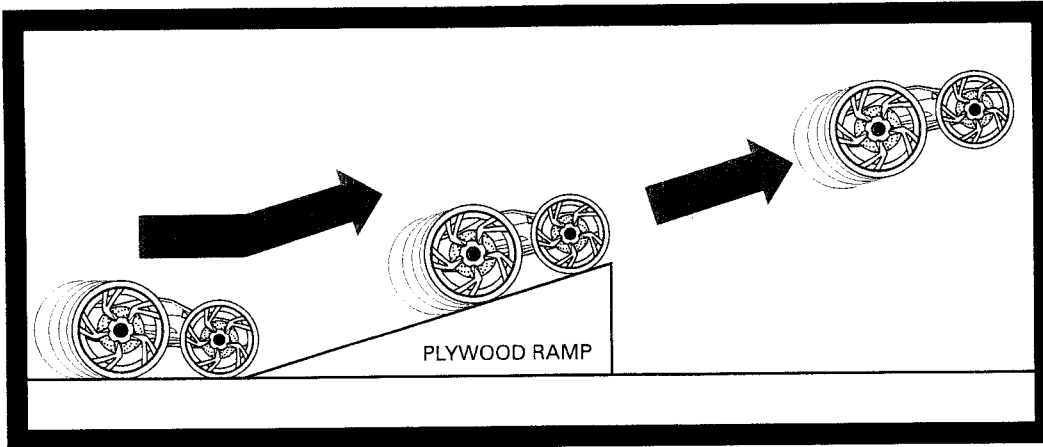
Step 1



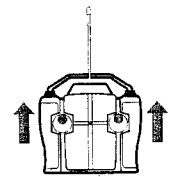
Step 2

1. Apply power at bottom, hold power on until vehicle clears opposite pipe.
2. When airborne, reverse both sticks sharply for mid-air rotation

Get Air



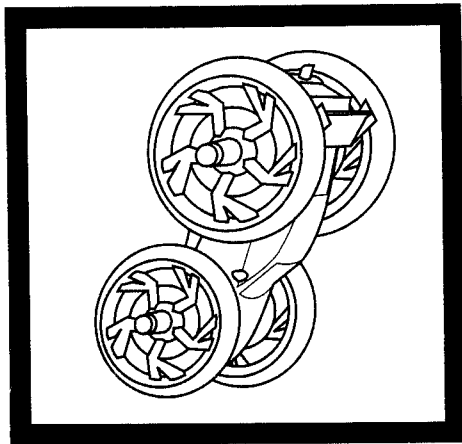
Degree of Difficulty: 7



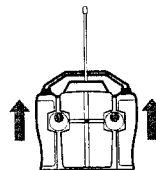
Surface: Jump ramp at about 20° angle. (See Tip 3)

1. Stand behind vehicle and drive straight forward at full speed for 20-30 feet before ramp.

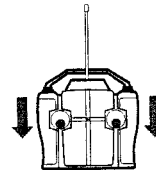
Gyro Jump



Degree of Difficulty: 8



Step 1

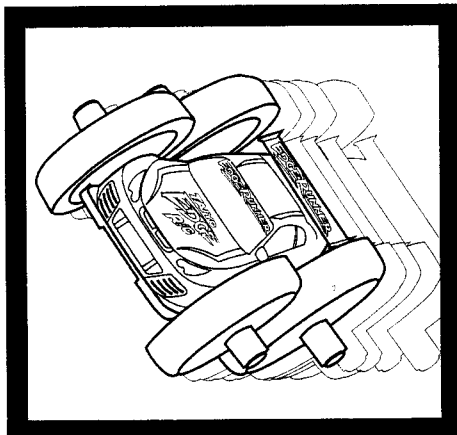


Step 2

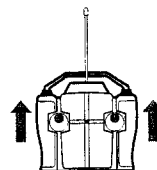
Surface: Jump ramp at about 20° angle. Run vehicle forward for 20-30 feet before ramp.

1. Get air
2. As soon as vehicle clears edge of ramp, pull both sticks sharply back for gyro-torque reaction.

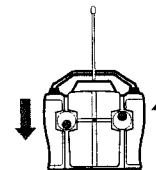
Run the Edge



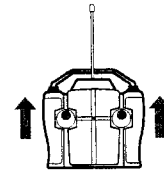
Degree of Difficulty: 8



Step 1



Step 2



Step 3

Surface: Low grip concrete or asphalt. Flat, smooth.

1. Go forward 10 feet.
2. Pull left stick sharply down momentarily or until vehicle tips up on side.
3. Move both sticks up (forward) and hold.