

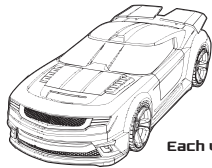


STAGE 1

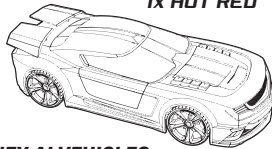
ENG

CONTENTS

Additional tools required: Cross Head Screwdriver



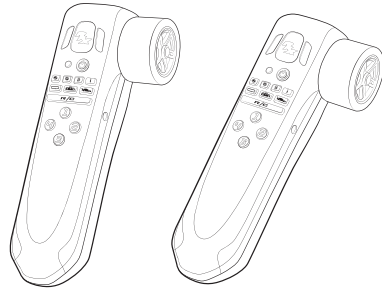
1x FLAME YELLOW™



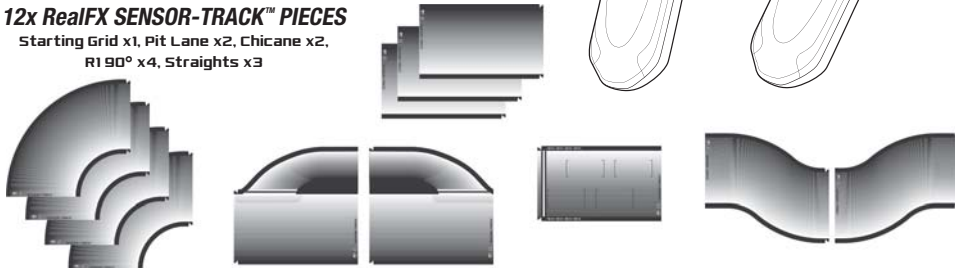
1x HOT RED™

2x RealFX AI VEHICLES
Each vehicle requires 3 x 1.5V AAA batteries
(not included)

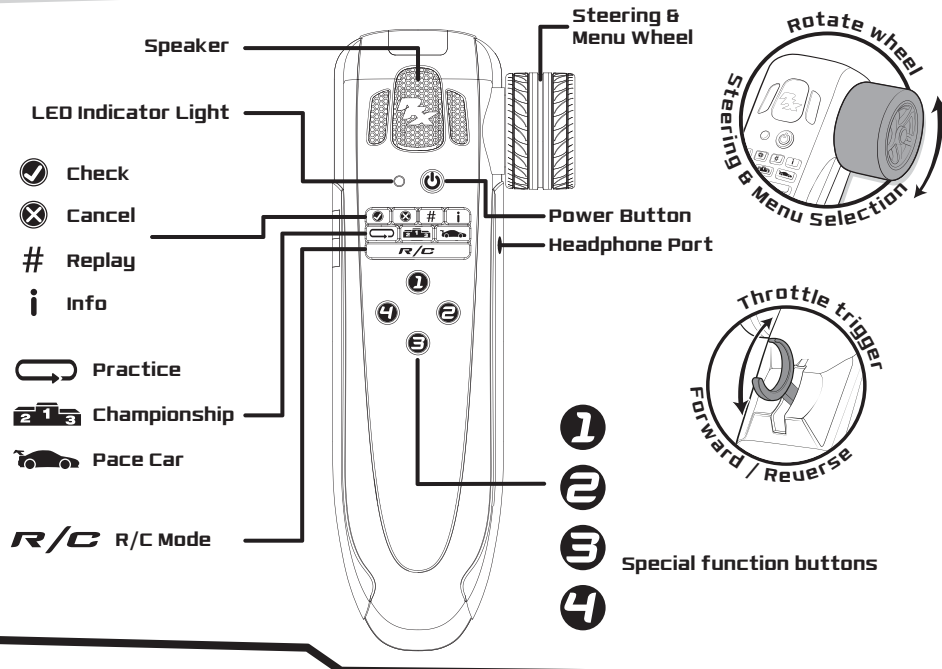
2x RealFX AI R/C HANDSET
Each handset requires 3 x 1.5V AAA batteries
(not included)



12x RealFX SENSOR-TRACK™ PIECES
Starting Grid x1, Pit Lane x2, Chicane x2,
R1 90° x4, Straights x3



RealFX AI R/C HANDSET GUIDE

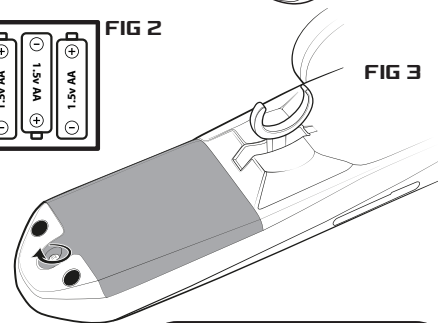
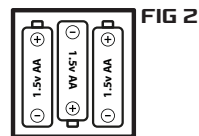
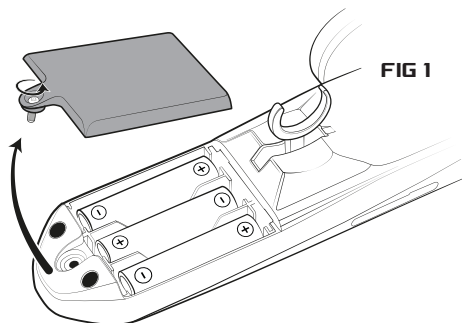


INSTALLING THE BATTERIES

RealFX AI R/C HANDSET

Please ensure that the batteries are installed by an adult.
RealFX AI R/C Handset (each handset requires 3 x 1.5V AA batteries not included.)
For best results use high quality brand name Alkaline or Lithium batteries.

1. Locate the screw on the battery compartment at the bottom rear of the handset. (FIG 1)
2. Unscrew the battery cover using a cross head screwdriver. (FIG 1)
3. Remove the battery cover. (FIG 1)
4. Insert the batteries according to the polarity shown. (FIG 2)
5. Screw the battery cover back into place. (FIG 3)

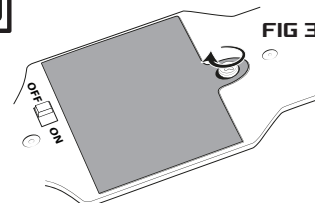
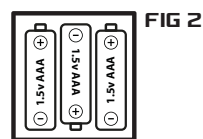
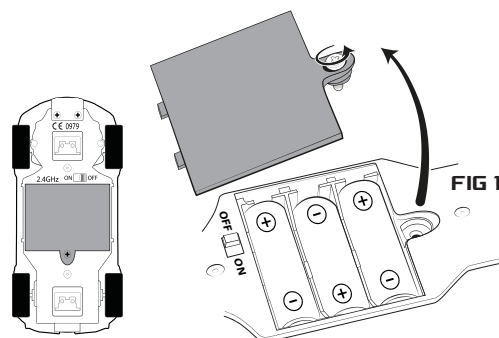
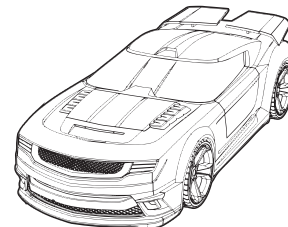


IMPORTANT
Always use good quality,
brand name batteries for
peak performance.

RealFX AI VEHICLE

RealFX AI Vehicles (each vehicle requires 3 x 1.5V AAA batteries not included.)
For best results use high quality branded Alkaline or Lithium batteries.

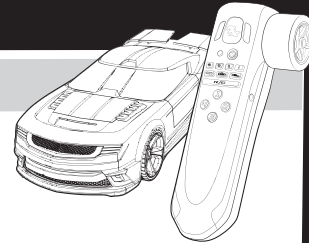
1. Locate the screw on the battery compartment on the underside of the vehicle. (FIG 1)
2. Unscrew the battery cover using a cross head screwdriver. (FIG 1)
3. Remove the battery cover. (FIG 1)
4. Insert the batteries according to the polarity shown. (FIG 2)
5. Screw the battery cover back into place. (FIG 3)



RealFX AI VEHICLE GUIDE

RealFX AI VEHICLE TECH INFO

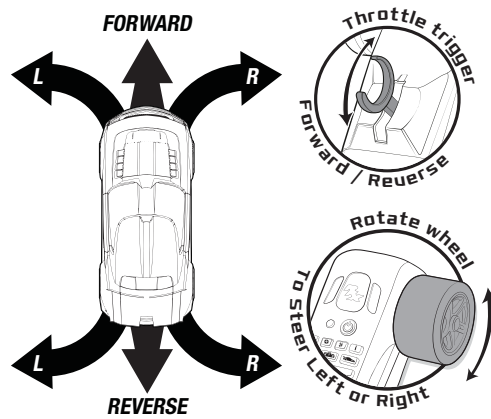
The RealFX AI Vehicles herald a new era in R/C track racing. Never before has it been possible for drivers to race R/C vehicles at speed on compact tracks, whatever their ability.



By employing sophisticated artificial intelligence (AI) and control techniques, it is now possible for an R/C vehicle to precisely steer a course around a track layout while allowing the driver to set the speed of the vehicle and its position across the track, from left to right. This leaves the driver free to concentrate on strategies such as selecting the correct racing line, overtaking opponent's vehicles, when to speed up on the straight and when to brake when approaching bends.

Just remember, even though we have redefined R/C racing, the laws of physics still apply! Take a bend too fast and your vehicle WILL slide off the track. We couldn't take all the skill out of it now, could we?

CONTROLS



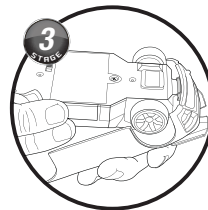
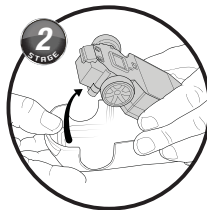
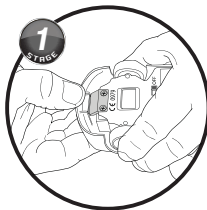
RealFX AI VEHICLE CARE

Removing the body shell: (see stages 1 & 2)

1. Hold the car chassis by its front wheels and pull back the front bumper of the car body shell, so the white plastic tab on the car chassis is released from its fixing slot on the car body shell
2. Once released, lift the car chassis from the car body shell.

Replacing the body shell: (see stages 3 & 4)

3. Hold the car chassis by its sides and locate the black tab at the back of the car chassis into the fixing slot at the back of the car body shell
4. Keeping the rear tab in the rear fixing slot, lower the front of the car chassis into the body. Once the white tab is resting on the front fixing slot, press on front end of the car chassis or white fixing tab to secure it into the front fixing slot.



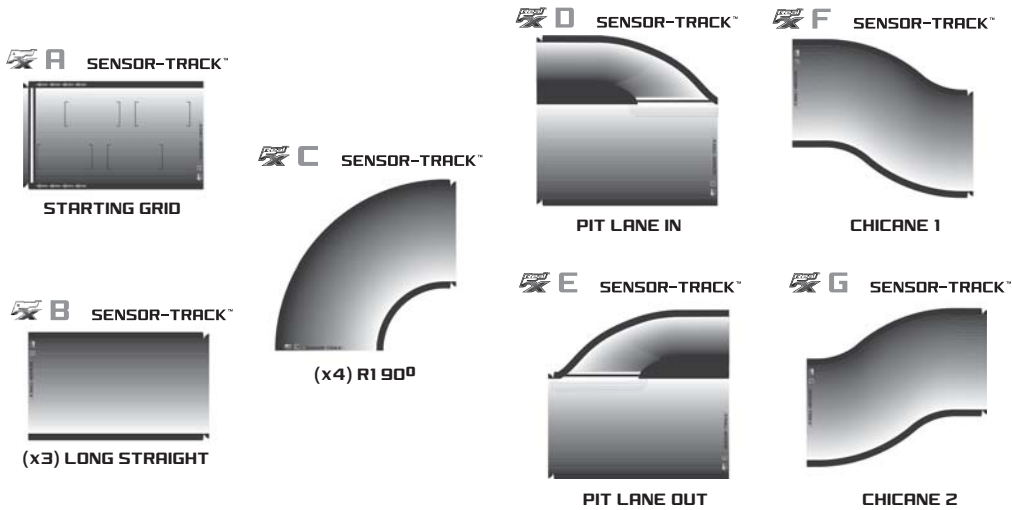
Clean car bodies only with a clean damp cloth

Remove dust from the vehicle tires only with a clean damp cloth

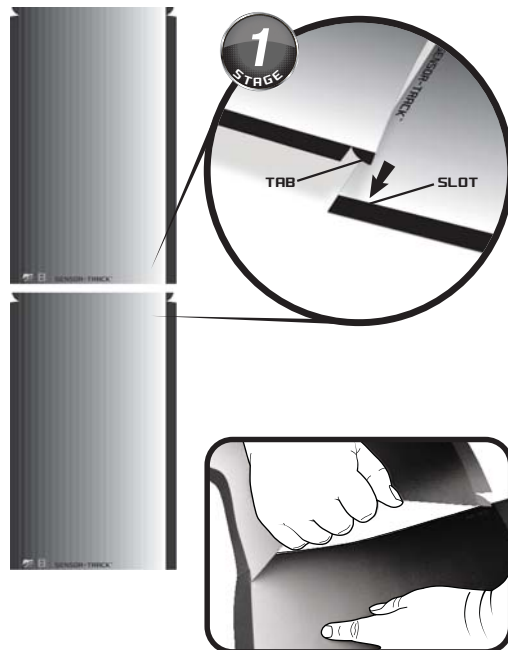
Clean all other vehicle parts with a clean dry, lint free cloth. Moisture could damage the sensitive electronic components.

REALFX SENSOR-TRACK™ GUIDE

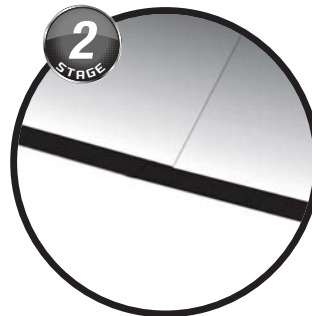
PARTS AND ASSEMBLY



12 pieces of RealFX Sensor-Track™ are provided for you to create your raceway. Simply connect the pieces together as shown below.



Locate the slot on one side, and push the tab on the piece of track you are adding into the slot. Now do the same on the other side.

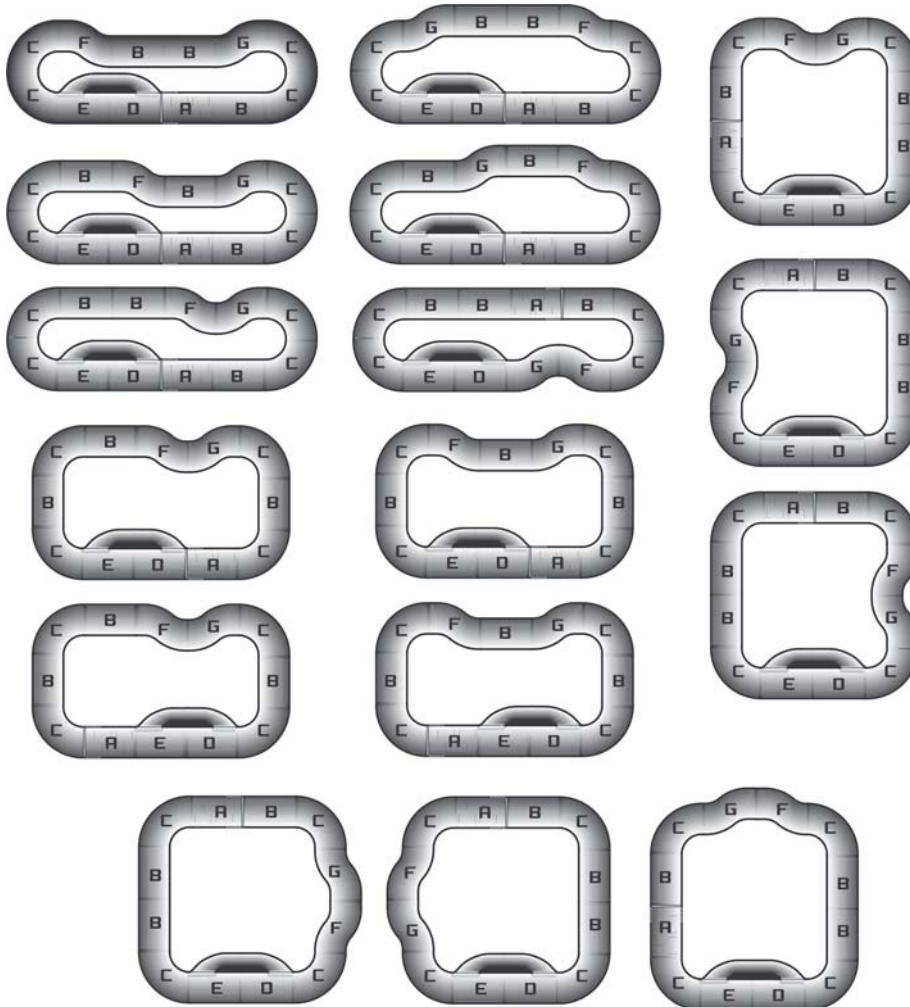


To disconnect the track parts, gently lift the centre of the track, so the tabs are released from the slots.

IMPORTANT: Take care not to pull the tabs at an angle as this may cause the tab or slot to tear or split.

RACE CIRCUIT LAYOUTS

16 primary track layouts are possible with the track pieces provided, each presenting different challenges and benefits. Move the start grid around for variations and test your skill at racing off from pole position.



RealFX SENSOR-TRACK™ CARE

For best care and longevity of your RealFX Sensor-Track™ please follow these simple steps.

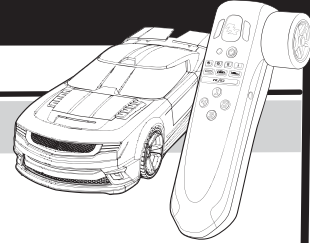
- Clean only with a clean damp cloth.
- Avoid walking on track or setting heavy object down on it.
- Do not leave in direct sunlight.
- Always pack away flat when not in use, to avoid creasing and folds.

GETTING STARTED

Ensure you have installed batteries correctly in all devices.

SET LANGUAGE

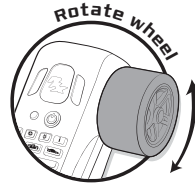
When you turn on the handset for the first time, you will be asked to select your language. You may also be required to do this after replacing the batteries in the handset.



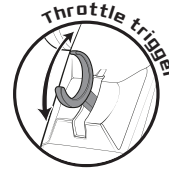
Switch on handset

"English"

(Handset LED will flash Blue)



Rotate wheel



Throttle trigger

Rotate the steering wheel to cycle through the list of available languages (English, French, Russian, Japanese, Spanish, Arabic, Italian and German). When the handset speaks the name of the language that you wish use, pull the throttle trigger or press the "Check" button

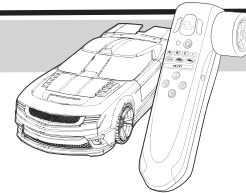
PAIRING THE HANDSET AND VEHICLE



Switch on handset

**"Welcome to RFX Racing
Switch on your vehicle"**

(Handset LED will flash Blue)



**"Vehicle & Handset paired.
Select vehicle mode."**

Switch on vehicle.
(Switch located on the underside of vehicle)

(Handset LED will illuminate solid Blue)

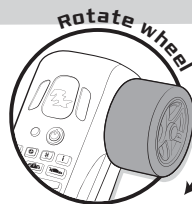


Always remember to switch your vehicle off when not in use.
If you forget to do so, your vehicle will make a twitch every minute, to help remind you!

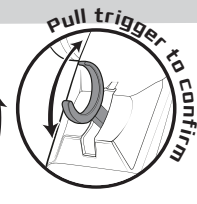
SETTING GENERAL PREFERENCES

Pressing the **i** button will launch the options menu.

The handset will present you with four menu options in turn that can be adjusted. To change the setting for each option, rotate the steering wheel to cycle through the list of available settings. When the handset speaks the desired setting, pull the throttle trigger or press the **✓** button. The menu will then advance to the next option. Continue this process until the handset announces "Select vehicle mode".



Rotate wheel



Pull trigger to confirm

MENU OPTIONS

HANDSET VOLUME

Allows the overall sound level of the handset to be adjusted between 1 (quietest) and 5 (loudest).

ENGINE SOUNDS

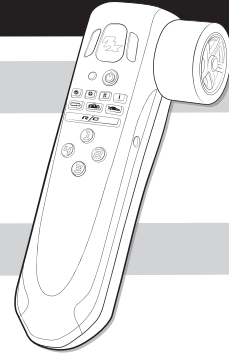
Allows engine sound effects emitted by the handset during all driving modes to be turned on or off.

R/C ASSIST



During a race, drivers can switch their vehicles to R/C Assist mode by pressing the R/C button (see R/C mode below). Setting this option to "Novice" will limit the speed of the car while in R/C Assist Mode, making it easier to control, while "Expert" will remove this speed limit.

R/C ASSIST TOGGLE

Setting this option to "On" will require the driver to press the R/C button once to enter R/C Assist mode during a race and again to return to AI assisted driving. Setting this option to "Off" means that the vehicle will remain in R/C Assist mode only while the R/C button is held down and will return to AI assisted driving when it is released.



EXITING A VEHICLE MODE

If at any time, you wish to exit a vehicle mode and return to the main menu, simply press the  button. If you are in a race, the handset will then ask you to confirm that you wish to exit the mode that you are in. To do so, press the  button.

PRESS - 

"Exit Mode?"



R/C MODE

Ensure you have followed 'Getting Started' on page 05 before commencing.

Allows the vehicle to be used as a regular R/C vehicle.

PRESS - R/C

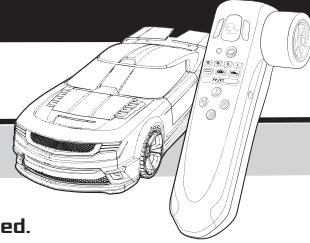
"R/C Mode"



(Handset LED will illuminate Cyan)

GAME PLAY - QUICK START

Ensure you have followed 'Getting Started' on page 06 before commencing



PRACTICE MODE

Allows a vehicle to be driven around the track using the AI assisted control, with lap times and new lap records announced.

PRESS - 

"Practice... Position vehicle on the starting grid and press the check button"

(Handset LED will illuminate Purple)

Position the vehicles on the starting grid either by hand or by driving them there (vehicle is currently in R/C mode) and ensure that the vehicle is facing the start / finish line.

PRESS - 

"3, 2, 1... GO!"

(Handset LED will flash Red 3 times and then illuminate Green)

N.B. THE CARS MUST RACE IN A CLOCKWISE DIRECTION SHOWN BY THE ARROWS ON THE START GRID. RACING IN AN ANTI CLOCKWISE DIRECTION WILL AFFECT THE CARS PERFORMANCE AND AI DRIVE ASSIST™





GAME PLAY - RACE MODE

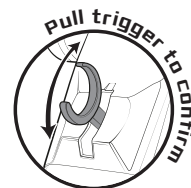
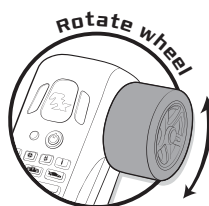
CHAMPIONSHIP MODE

Allows vehicles to be raced against each other, controlled by either a human driver or the onboard AI.

PRESS - 

"Championship. Master. PLAYER ONE!"

 **IMPORTANT** 
You can make a car drive on its own by pressing the Pace Car button before pressing the check button.




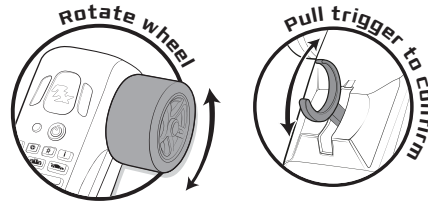
IMPORTANT

Whichever player is designated "Player One" is the race "Master". The Master has control over all race settings and when the race starts. If at any time during a race, the Master exits championship mode, the current race will be cancelled for all vehicles.

GAME PLAY - RACE MODE CONT...

RACE MODES - Novice - Expert - Custom

There are three race types, Novice, Expert or Custom. The race type can be selected by rotating the steering wheel until the desired race type is spoken and then pulling the throttle trigger or pressing the  button.



RACE PARAMETERS

Depending on the type of race you choose, you will be presented with different race conditions, and in the case of a "Custom" race, you are given total control over what conditions are in effect:

No. of Laps

Between 10 and 990.

Tire Wear

During a race, vehicle tires will deteriorate. Initially, this will only cause slowing of the vehicle but, if left too long, will cause a blow out.

Fuel Consumption

Requires that a driver returns their vehicle to the pit lane to refuel to avoid running out of fuel.

Random Hazards

During the race certain events can occur that will cause your car to malfunction. These occur randomly and take the form of an oil spill (vehicle swerves), bad gear change (car slows down), transmission failure (car slows down until returned to pit for repair).

Targeted Hazards

When enabled, this allows drivers to impose either a bad gear change or an oil spill on any one of their opponents.

RACE TYPE	NO.LAPS	TIRE WEAR	FUEL CONSUMPTION	RANDOM HAZARDS	TARGETED HAZARDS
Novice	25	No	No	Yes	No
Expert	50	Yes	Yes	Yes	No
Custom	User Defined	User Defined	User Defined	User Defined	User Defined

CUSTOM RACE

If you selected a "custom" race then you will need to set the parameters for the race by working through the custom race menu. For Novice and Expert races, jump to page 10, stage 2.

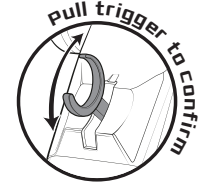
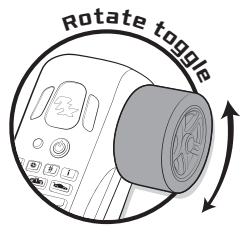
GAME PLAY - CUSTOM RACE MODE

CHAMPIONSHIP CUSTOM MODE

1
STAGE

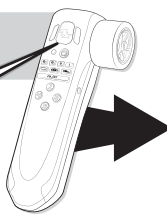
Toggle from 10 to 100 laps then pull trigger to confirm.

"Custom. Number of laps?"



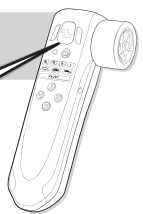
Toggle On / Off then pull trigger to confirm.

"Tire wear?"



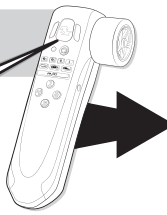
Toggle On / Off then pull trigger to confirm.

"Fuel usage?"



Toggle On / Off then pull trigger to confirm.

"Random hazards?"



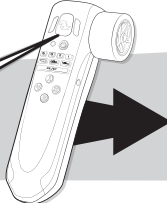
Toggle On / Off then pull trigger to confirm.



"Targeted hazards?"



2
STAGE

"Position vehicle on the starting grid and press the check button"



IMPORTANT  
 You can make a car drive on its own by pressing the Pace Car button before pressing check button.

Position the vehicles on the starting grid either by hand or by driving them there (vehicle is currently in R/C mode) and ensure that the vehicle is facing the start/finish line.

3
STAGE

PRESS - 

"3, 2, 1... GO!"




(Handset LED will flash Red 3 times and then illuminate Green)



GAME PLAY - ADDING ADDITIONAL VEHICLES

Important: wait for Player 1 to set up a race and be declared "Master" before attempting to join the race as either a competitor or pace car, otherwise you may inadvertently set up a second independent race.

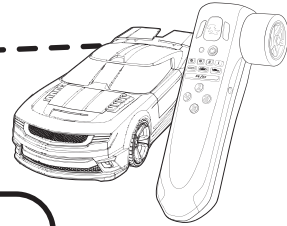
JOIN AS A COMPETITOR

PRESS - 

"Championship...
Player '2, 3 OR 4' joined
the race"



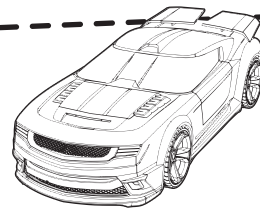
IMPORTANT
The race will start when
player one presses the
Check button




JOIN AS PACE CAR

PRESS - 

"Championship...
Player '2, 3 OR 4' joined
the race"



PACE CAR - Novice / Expert / Off

PRESS - 

"Pace Car. Novice"



IMPORTANT
The race will start when
player one presses the
Check button



Pressing the "pace car" again will cycle through, novice mode (slower running speed), expert mode (higher running speed) and off (human competitor).

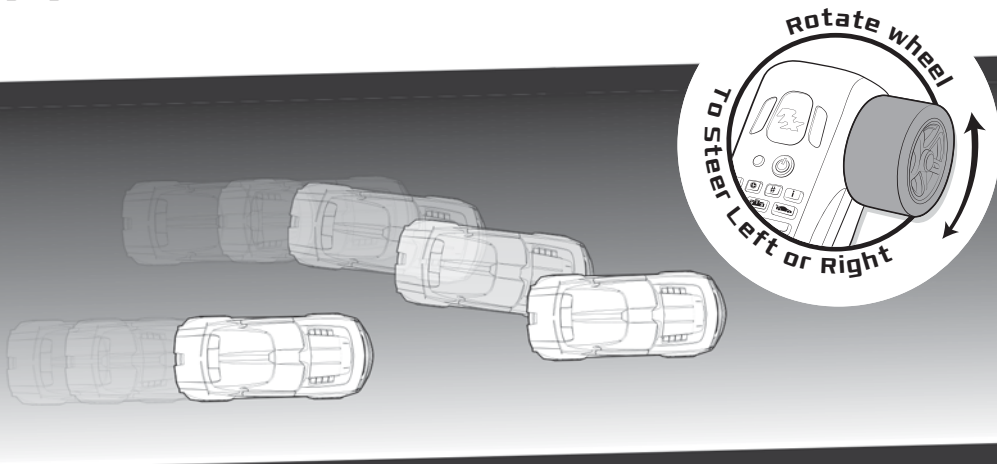
HOW TO RACE

AI DRIVE ASSIST™

AI assisted driving makes controlling an R/C vehicle in a confined space simple, even for the most inexperienced R/C driver.

When the LED on the handset illuminates green, simply pull on the throttle trigger as you would with a regular R/C vehicle. However, instead of you having to steer the vehicle around the track, the on-board AI will help the car follow it.

Of course, if you go too fast, you will almost certainly come off at the bends, and that's where the skill comes in. By using the steering wheel, you can position your vehicle anywhere across the track from the dark edge to the light edge. Not only does this mean that you can overtake opponents at any time, but also that you can position your vehicle for the optimum racing line going into corners and steer around bends!



DURING THE RACE

Lap Counter/Lap timer

Each time a vehicle passes the start/finish line, the driver's handset will announce either the lap number or the lap time followed by the player's position in the race. To toggle between these settings press the # button on the handset.

R/C Assist

If your vehicle leaves the track at any point during the race, engaging the R/C Assist (either by pressing the R/C button or pressing and holding the R/C button, depending on the R/C Assist Toggle setting - see page 07) allows you to drive your vehicle back onto the track and return to the AI assisted driving mode (either by pressing the R/C button again or releasing the R/C button).

R/C assist can also be useful to help steer the vehicle in and out of the pit lane. (See page 07)

HOW TO RACE CONTINUED

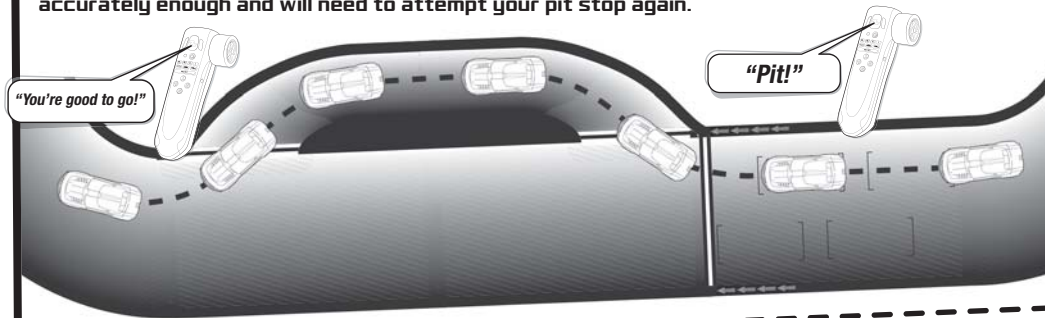
DURING THE RACE CONT..

Pit Stops

During a race with hazards, fuel consumption or tire wear enabled, your vehicle will most likely require maintenance of some kind - either to prevent a catastrophic failure or to repair one. Should you be called to the pit lane, approach the entrance to the pit and engage R/C assist mode. This will allow you to steer off the main track and into the pit lane. Once your vehicle is on the pit lane gradient, R/C assist mode can be disengaged.

As your vehicle crosses the entry marker to the pit lane, the handset will announce "Pit" and as your vehicle passes over the exit marker you will hear "You're good to go". At this time, all vehicle handicaps are removed and, if enabled, targeted hazards are replenished.

If you do not hear both "Pit" and "You're good to go", then you did not drive through the pit lane accurately enough and will need to attempt your pit stop again.



Targeted Hazards

If targeted hazards have been enabled, a driver can "launch" a hazard at an opponent wherever they are on the track (provided that the targeted vehicle is not in the pit lane, is not moving or is configured as a pace car).

Each vehicle starts the race with three targeted hazards that can be launched at an opponent. This is done by pressing the numbered special function button that corresponds to the target's player number. The targeted opponent will then be hit by either an oil slick or a bad gear change.

NOTE: A player can be reminded of their own player number by pressing the 'i' button during the race.

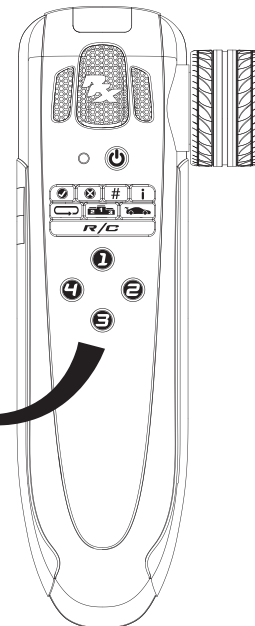
Once a player has used up all three of their targeted hazards, they can return to the pit lane to be rearmed with a further three targeted hazards. There is no limit to the number of times that a vehicle can be rearmed in this way.



Pace Cars

Pace cars are not affected by random hazards, targeted hazards, tyre wear, or fuel consumption even if human controlled vehicles in the race are.

If a pace car leaves the track, for any reason, the onboard AI will disable the vehicle until it is manually returned to the track and the ✓ button is pressed on the corresponding handset.



HOW TO RACE CONTINUED

AFTER THE RACE

The race finishes when any player completes the total number of laps, and then all other players (except pace cars) finish their current lap. When the race is finished, the handsets will tell you: which player took 1st, 2nd, 3rd, 4th place, which player had the fastest lap and what the fastest lap time was.

MASTER HANDSET

"Replay last race?"



PRESS -  TO CONFIRM

PRESS -  TO DECLINE

COMPETITORS

*"Championship.
Press the check button to
join race or the 'X' button
to cancel"*



PRESS -  TO CONFIRM

PRESS -  TO DECLINE

To hear your fastest lap time, press the  button

TROUBLESHOOTING

Symptom	Cause	Solution
Vehicle will not pair with the R/C handset	Batteries in the vehicle or R/C handset are low on power	Replace the batteries Insert high quality Alkaline or Lithium batteries
Vehicle and/or R/C handset keeps switching off	Batteries are low or faulty	Replace the batteries Insert high quality Alkaline or Lithium batteries
Vehicle running slowly	Vehicle batteries are low	Replace the batteries Insert high quality Alkaline or Lithium batteries
Handset says "Connection Lost"	Vehicle batteries low (likely) or handset batteries low (possible)	Replace vehicle batteries, if the problem persists, replace handset batteries
2 vehicles pair with one handset.	Vehicles were turned on simultaneously	Turn off all vehicles and handsets and turn back on each handset and vehicle in turn
Vehicles slide off of the track at the bends even at low speed	Dust or dirt on the track or vehicle tires	Clean track and tires gently with a clean damp cloth
Handset resets to "Welcome to RealFX Racing"	Handset batteries low	Replace handset batteries
The handset is not speaking the language I require	Incorrect language set at startup	Switch on the handset while holding down the 'X' button
Vehicle is driving itself during a championship race	Vehicle is set in pace car mode.	Restart the race and set the pace car settings to "off"
Handset volume is low	Handset may be set to low volume	Increase volume in the system settings menu (see page 07)

For Support Videos, FAQs and details on spare parts go online to:
www.realfxracing.com

DECLARATION OF CONFORMITY

Manufacturer's Name: China Industries Ltd. T/A Wow! Stuff
 Manufacturer's Address: Creative Industries Centre, Wolverhampton Science Park,
 Wolverhampton, WV10 9TG, UK
 Type of Equipment: REALFX RACING - STAGE 1
 Model Number: RFX-1001
 Year of Manufacture: 2014

Application of Council Directive(s): 1999/5/EEC The Radio Equipment and Telecommunications Terminal Equipment 2000 (and its amending directives)
Standard(s) to which Conformity is declared: EN60950-1, EN62479, EN62115, EN301 489-1/3, EN300 440-1/2

I hereby declare that the equipment named above has been tested and found to comply with the relevant sections of the above referenced specifications. The unit complies with all essential requirements of the Directives.

Place: Wolverhampton, UK Date: 21st August 2014  Graeme Taylor, Director

CE 0678



Made in China



RealFX is a registered trademark of China Industries Ltd. t/a Wow! Stuff.
 Protected by patents GB2482119, GB2482120, GB2482121. International patents pending.

www.wowstuff.com

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www.realfxracing.com

⚠ WARNING: Not suitable for children under 3 years old due to small parts which may represent a choking hazard. Recommended for use by children over 6 years old. This product operates on 2.4GHz frequency. Please retain this information for future reference. Adult supervision required.

Battery Information:

- Different types of batteries or new and used batteries are not to be mixed.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- 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.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.

Always:

- Make sure battery compartments are secure.
- Use batteries of the correct size and type.
- Fit batteries correctly observing the plus and minus marks on the battery and compartment.
- Replace a whole set of batteries at one time.
- Remove dead batteries from equipment.
- Remove batteries from appliance that will not be used again for a long time.
- Please remember that batteries should be kept away from young children as they could be easily swallowed.
- Seek medical advice if you believe a cell has been swallowed.
- Please ensure that batteries are installed by an adult prior to use.

Never:

- Dispose of batteries in a fire.

Consumers have a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment. You can help by re-using or recycling such equipment. The crossed out wheellie-bin symbol indicates that the product & batteries must not be disposed of in domestic waste as they contain substances which can be damaging to the environment and human health. If you cannot re-use or recycle the product or batteries, please use designated collection points, or civic recycling facilities to dispose of them.

Conforms to the safety requirements of ASTM F963.

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the users 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 connected.
- Consult the dealer or an experienced radio/TU technician for help.

The antenna used for this transmitter must be installed to provide a separation distance of at least 20 cm for all persons and must not be co-located or operated in conjunction with any other antenna or transmitter.