

Performance tips to help you get the most out of your Mario Kart

Location

For best performance, use your Kart on a smooth dry surface in a safe area. Do not use on roads. Avoid areas where there may be radio interference that could affect your signal – such as construction areas. Avoid driving through sand, mud and water, which can impair the performance of the vehicle and may cause damage to the Kart. Collisions can also cause damage to the Kart and should be avoided.

Weather

Mario Karts perform best in moderate and dry conditions. Do not use your Kart or Hand Controller in rainy weather or expose them to humidity for long periods of time, as dampness can damage the internal mechanism. You should not leave your Kart or Hand Controller near sources of heat or in direct sunlight for extended periods as these conditions may also cause damage.

Signal

Maintain a reasonable distance between the remote control and the Kart to obtain maximum signal reception. Avoid operating your Kart in areas where there are CB radios or other radio controlled vehicles of the same MHz range being used, as performance could be impeded. Concrete walls, metal posts, wire fences and other electrical machinery can sometimes affect transmission and result in erratic performance. Should this occur, change to a different location. The most common causes of signal loss or irregular operation are due to run-down batteries or the vehicle travelling out of transmission range.

Maintenance

To clean your Kart, only use a soft, damp cloth. Do not use detergents or solvents. Should your Kart or the Hand Controller get wet, turn them off immediately and remove the batteries. Dry the battery compartment with a soft, dry cloth and leave open until it is completely dry. Do not use heaters or blow dryers to assist drying as these may damage the Kart or Hand Controller. Do not use your Kart again until all components are completely dry.

Compliance

This device complies with the Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Receiver: This device complies with RSS-310 of Industry Canada. Operation is subject to the condition that this device does not cause harmful interference.

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:

- (1) Reorient or relocate the receiving antenna;
- (2) Increase the separation between the equipment and receiver;
- (3) Connect the equipment into an outlet on a circuit different from that to which the receiver is connected;
- (4) Consult the dealer or an experienced radio/TV technician for help.

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.

Customer Assistance

Should you experience problems with your Mario Kart, please review the Set-up Directions on page 2 and the Performance Tips listed above. Should you still continue to encounter problems, please contact your distributor for further assistance.

Designed & Manufactured by Goldie Marketing Pty Ltd, Australia



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12cm



RoHS compliance
Directive 2002/95/EC



Mini Karting Mario™ & Yoshi™ Radio Télécommandé

Requiert 3 piles AA chargées



27.145 MHz

Distance de transmission: 3m
Intensité de champ: 55.5dBuV/m

49.860 MHz

Distance de transmission: 3m
Intensité de champ: 67.4dBuV/m

Packaging incluant:

- Karting radio télécommandé
- Télécommande
- Antenne télescopique
- Manuel d'utilisation

Non recommandé pour les enfants de moins de 8 ans. Contient des petites pièces susceptibles d'être avalées. Enlevez s'il vous plaît tout le plastique, des liens et autres objets conçus pour attacher le kart pendant le transport avant de donner à l'enfant. Les parents doivent examiner le karting et les accessoires périodiquement dans un souci de sécurité et s'assurer que n'importe quelle partie considérée dangereuse est réparée ou remplacée.

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For enquiries from
other markets please
refer to packaging
for contact details

Remove Radio Control Kart from Box

Open the box from the side and gently remove the smaller box containing Kart, Handheld Remote Control and Telescopic Antenna. Remove Kart, Hand Controller and Antenna from the smaller box by untwisting the wires securing items in place. Ensure all wires are removed and disposed of before giving Kart to a child.

Insert the Hand Controller Battery

Open the battery compartment in the base of the Handheld Control using a Phillips-head screwdriver as shown in Diagram 1. Insert 3 Alkaline or heavy duty AA batteries and ensure the connections are secure. Replace the battery compartment cover and screw it securely into place. Do not over-tighten the screw as this may damage the thread. Used batteries must be removed from the Hand Controller as they may cause damage. When replacing the Hand Controller battery, use only an Alkaline or heavy duty battery and never use rechargeable batteries.

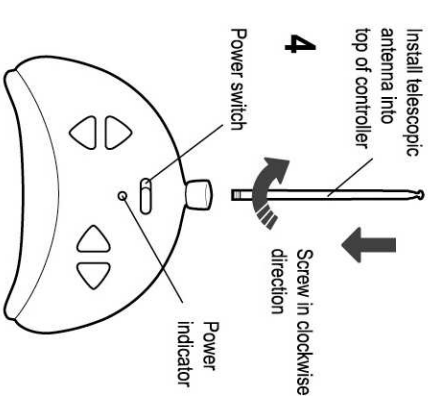
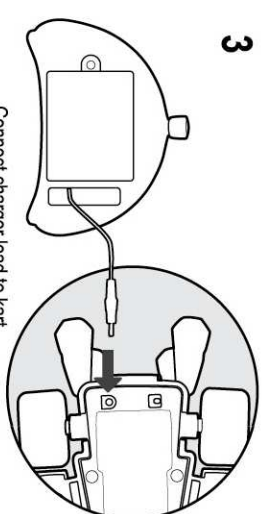
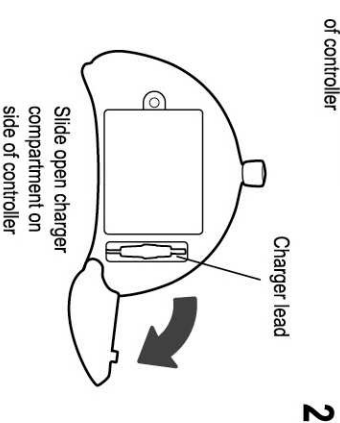
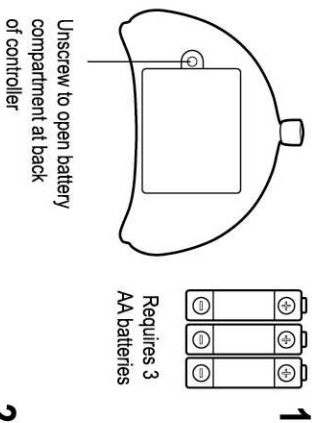
Charge the Battery Pack

Open charger compartment at the back of the Hand Control in a clock-wise direction as shown in Diagram 2 and pull out the charger lead. Ensure the Controller is switched to ON and Kart is turned OFF before connecting the charger lead to the Kart as shown in Diagram 3 and Diagram 5.

The Power Indicator light on the front of the Controller, shown in Diagram 4 will glow red when charging has finished, after approximately 15 minutes. Always unplug charger from Kart when finished charging. After charging, the battery pack may feel warm, which is a normal condition for fully charged batteries. Use only Alkaline or heavy duty batteries in the Controller as alternative power sources may affect performance and void the warranty. To disconnect the Controller from the Kart, gently pull the charging lead out of the Kart and return charger lead to compartment. Securely slide the charger unit compartment closed when finished charging kart and before racing.

Install the Antenna

The telescopic antenna is the transmitter for the Handheld Remote Control. Simply screw the antenna securely into the top of the hand controller in a clockwise direction as shown in Diagram 4. Do not over-tighten the antenna as this may damage the thread. The telescopic antenna can be extended to increase signal range and should be retracted when not in use. Use only the antenna included in the package.



Commandes du kart

Votre Mario Kart est un véhicule avec toutes les fonctions directionnelles gauche et droite, avant et arrière comme indiqué dans le Diagramme 6.

Les Boutons Verticaux sur le front du Contrôleur Manuel montré dans le Diagramme 7 dirigent le Kart en avant ou en arrière. Quand un de ces boutons est appuyé, le Kart se déplacera tout droit soit en avant soit en marche arrière. Quand un des Boutons Verticaux est maintenu, les Boutons Horizontaux dirigent le Kart à Gauche ou à droite.

Alignement de roue

Si votre Kart vire légèrement à gauche ou à droite lorsque vous allez tout droit, vous pouvez ajuster l'alignement pour compenser la direction. Déplacez simplement le Levier d'Alignement vers la gauche ou vers la droite. Ce levier est placé sur le fond du Kart entre les roues avant, comme indiqué dans le Diagramme 8.

Mise en marche

Allumez la Télécommande en appuyant sur la position comme indiqué dans le Diagramme 4. Une Lumière rouge indiquera que le transmetteur est opérationnel. Il est important e mettre en marche en premier le contrôleur du karting afin d'éviter les problèmes d'interférence. Le commutateur du karting est positionné sous le karting comme indiqué dans le diagramme 5. Positionnez le sur le bouton ON et vous êtes prêt à partir.

Stockage

Quand vous n'utilisez plus le karting s'assurer que tout est en position OFF. Le karting et la télécommande doivent être rangés dans un endroit sec. Enlever toujours les piles de la télécommande et déconnectez l'antenne en cas de non utilisation.

