TYCO® R/C AIR REBOUND™

Keep these instructions for future reference as they contain important information.

I CONTENTS

- 1. AIR REBOUND™ Vehicle
- 2.Transmitter
- 3. Inflation Pin

FEATURES

Inflatable "turbo" tire Available in 2 frequencies (see label on vehicle and transmitter for frequency) Range up to 20m

SMART CIRCUITRY

If your vehicle gets stuck or stalled for 3 seconds, a special circuit will cut power to protect it. Just release the control sticks (reposition your vehicle if necessary) and your ready to go again!

II VEHICLE

- 1. 2 Powerful Motors
- 2. Battery Compartment Cover
- 3. Battery Compartment Latches (2)
- 4. ON/OFF Switch
- 5. Drive Wheels (2)
- 6. Inflatable Turbo Tire

NOTE: Your vehicle's Turbo Tire may not be fully inflated when you take it out of the box. Use the included pin to inflate it.

- [!] Use only a hand pump to inflate the tire.
- [!] The tire is fully inflated when there's about 1/4" (.5 cm) of clearance between the tire and the vehicle body. DON'T OVERINFLATE IT! If you over inflate the tire, it will rub against the vehicle body, preventing it from turning freely. If this happens, simply use the inflation pin to let air out of the tire until it returns to its proper size.
- $[\,!\,]$ Be sure to keep the inflation pin, so you can reinflate the tire when necessary.

III TRANSMITTER

NOTE: Your transmitter is equipped with a special automatic ON battery-saving feature. Just turn your vehicle ON. Then push either transmitter button and you will be able to run and control your vehicle.

- 1. Vehicle Controls
- 2. Antenna
- IV QUICK START

Please read this Owner's Manual thoroughly.

- 1. Start with a full charge.
- 2. Turn vehicle switch ON. Activate transmitter to run and control your vehicle.
- 3. When you're done driving, turn vehicle switch OFF. Remove all batteries for storage.

V OPERATING YOUR VEHICLE

FORWARD REVERSE WIDE LEFT TURN WIDE RIGHT TURN

VI AWESOME STUNTS!

This manual shows you how to do some of the most exciting stunts ever! Once you start driving your Air Rebound™ vehicle, you'll realize it can perform lots of other amazing stunts! So drive your vehicle, use your imagination, and come up with your own stunts! (Give 'em cool names too!)

BASH & BOUNCE!

For amazing big-air stunts, drive your vehicle off a curb or ramp. You can rotate the vehicle while it's in mid-air by pushing the transmitter buttons up or down. With a little practice, you'll be able to make the inflatable tire hit the ground first…for truly awesome bouncing action! [!] Try this stunt with the inflatable tire in front…and with the drive wheels in front.

[!] You'll get the coolest bounces with a ramp or curb about X^\prime/Xm in height. Don't exceed X^\prime/Xm in height.

[NOTE TO TRANSLATORS: we will fill in the figures above when final vehicle samples are available.]

SUPER-FAST 360°s!

For wild 360° spins, just push the left button up and the right button down. For spins in the opposite direction, push the left button down and the right button up!

[!] Your vehicle will do $360\,^{\circ}$ spins on many different surfaces…but not on carpeting.

WALL-CLIMBING ROLLOVER!

Position your vehicle with the inflatable tire touching the wall. Push both buttons down. Keep both buttons pressed all the way down. Your vehicle will roll over and then drive away from the wall.

- [!] THE VEHICLE COULD LEAVE MARKS ON THE WALL WHEN IT SLAMS AGAINST IT. USE CAUTION!
- [!] DON'T AIM YOUR VEHICLE AT PEOPLE, ANIMALS OR FRAGILE OBJECTS

HIT & FLIP!

Aim your vehicle at a low obstacle or wall (about 3-4"/6.5-10cm). Make sure the inflatable tire is pointing toward the obstacle. Push both buttons down to accelerate toward the obstacle. As you go over it, your vehicle will do all kinds of crazy flips.

FLIP-OVERS!

Push both buttons up to drive forward. After you hit full speed, quickly release one of the buttons, and then jam it down quickly. Your vehicle will do a cool flip-over!

VII QUICK TIPS

- 1. When your vehicle starts to lose power, it may lose functions or performance. It's time for a recharge. Your vehicle's running time may change depending on your driving style.
- 2. Radio interference can make your vehicle run badly. Interference can be caused by other R/C vehicles running on the same frequency; electrical wires; large buildings; or CB radios. Try to stay away from these!

- 3. Hold the transmitter above waist level. If the antenna is too low, or touches other objects (including your body), your vehicle may not operate properly. And your vehicle won't work properly if it gets too far away.
- 4. Don't drive your vehicle in sand or through water or snow. If your vehicle does get wet, wipe with a towel and allow to dry completely.
- 5. Don't store your vehicle near heat or in direct sunlight. Always turn switches OFF and remove all batteries for storage.

VIII BATTERY INSTALLATION

VEHICLE

- 1. Rotate the battery latches to open position and swing battery compartment door open.
- 2. Make sure the FlexPak® battery pack is fully flat, so that the labels marked 1 and 2 are facing up, as shown.
- 3. Insert the battery pack fully into the battery compartment as shown. Flip the bottom portion of the battery pack over, as shown (the label marked 2 will be facing out). Push the bottom portion down, as shown, to snap it into place.
- 4. Swing battery compartment door closed and rotate battery latches to locked position.

FOR DETAILED INFORMATION REGARDING VEHICLE BATTERY CHARGING AND SAFETY, PLEASE FOLLOW THE SPECIFIC INSTRUCTIONS THAT CAME WITH YOUR BATTERY PACK AND CHARGER.

Estimated run time for this vehicle: approximately 15 minutes

TRANSMITTER

- 1. To install transmitter battery, open battery door as shown.
- 2. Install one 9V/6LR61 battery with polarity (+/-) as shown inside battery compartment.
- 3. Close battery door.

IMPORTANT TRANSMITTER BATTERY INFORMATION

Insure that battery polarity is correct.

Use only batteries of the type recommended (or equivalent).

Do not mix old and new batteries.

Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Remove used-up batteries immediately. Remove batteries if vehicle will not be used for a long period.

For best performance use alkaline batteries (where disposable batteries are called for). If your vehicle is supplied with standard (carbon-zinc) batteries for initial use and/or demonstration purposes, we recommend replacing them with alkaline batteries when necessary. Battery life may vary depending on battery brand.

Do not recharge non-rechargeable batteries.

Do not short-circuit terminals.

Remove rechargeable batteries before recharging. Recharge batteries only under adult supervision.

Dispose of batteries safely.

IX SAFETY INFORMATION

Adults, this toy is recommended for children 5 years of age and older. To ensure that the child's play is both safe and fun, please review the operating instructions and these general safety rules with the child.

NEVER drive your vehicle on streets! They're for real cars! DO NOT pick up vehicle while in motion. Keep fingers, hair and loose clothing away from the tires and the wheel hubs while the vehicle is switched ON. Adult supervision is recommended when this vehicle is being operated. To avoid accidental operation, remove all batteries when not in use.

TROUBLESHOOTING

[SYMPTOM/PROBABLE CAUSE/CORRECTION]

Vehicle runs slowly or will not run.

Loose battery connection or vehicle switch not ON. Weak or uncharged rechargeable battery. Weak transmitter battery.

Check battery connector and vehicle switch. Charge battery or replace.
Replace with fresh alkaline battery.

Erratic operation or only short range possible.

Radio interference likely.

Change location (see point 2 - Quick Tips)

Short battery life.

Battery not fully charged

Recharge battery pack. For maximum running time, make sure you give your battery pack a full charge.

Vehicle doesn't work after going through water or snow.

Water in the electronics area.

Vehicle will take several hours to dry. Allow to dry thoroughly overnight before trying again.

Operate your vehicle in a dry area. Avoid driving in water and snow.