

**CAUTION-ELECTRIC TOY**  
**NOT RECOMMENDED FOR CHILDREN**  
**UNDER 6 YEARS OF AGE. AS WITH ALL**  
**ELECTRIC PRODUCTS, PRECAUTIONS**  
**SHOULD BE OBSERVED DURING HANDLING**  
**AND USE TO PREVENT ELECTRIC SHOCK.**  
**INPUT: 120VAC, 60HZ 3W ONLY.**  
**OUTPUT: 7VDC, 0.15A**

**CAUTION-**  
**ELECTRIC TOY**  
 Not recommended for children under 6 years  
 of age. As with all electric products,  
 precautions should be observed  
 during handling and use to prevent  
 electric shock.  
 INPUT: 120VAC-60HZ-3W ONLY  
 OUTPUT: 7VDC, 0.15A

### BATTERY INSTALLATION

#### IMPORTANT:

Please note the vehicle uses a 6.0V Rechargeable Battery Pack and the Battery Pack is charged by a Charger.

#### BATTERY LOADING

##### For 6.0V Battery Pack:

(The rechargeable Ni-Cd battery pack is not charged, please charge it for 8 hours prior to use)

1. Plug the wall pack battery charger into wall outlet. (See Diagram #1)
2. Click the battery pack into the charger. Make certain the battery pack is secure in charger.
3. To disconnect, push the button of the charger (See Diagram #1) and simultaneously slide battery pack out.
4. You should charge the battery pack for 8 hours the first two times. Then subsequent charges will only require.
5. After charging the battery will be warm. This condition is normal for fully charged batteries.
6. If the speed of the car slows down suddenly, it is time to recharge.
7. After use, the battery pack will be hot! Wait at least 20 minutes until it cools before recharging. Recharging a warm or hot battery pack will greatly shorten the use life of the battery.
8. The toy must be used with the recommended transformer.
9. The transformer is not a toy.

#### BATTERY PACK CARE

- If battery pack and connector are wet, thoroughly dry before charging.
- Battery packs can be charged for much longer periods without harm. However we recommend unplugging the battery pack if battery pack will not be used for several days.

#### HOW TO INSTALL BATTERY IN VEHICLE

1. Turn over the vehicle and push the ON/OFF to "OFF" position. (See Diagram #2)
2. Locate the battery compartment on the chassis. (See Diagram #3)
3. Follow the "arrow" sign and insert the battery pack into the battery compartment. Make sure the (+) (-) polarity is correct. (See Diagram #4)
4. Slide the battery compartment lever counter-clockwise to secure the battery pack.

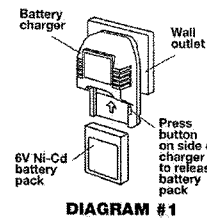


DIAGRAM #1

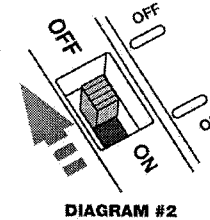


DIAGRAM #2

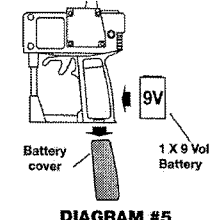


DIAGRAM #5

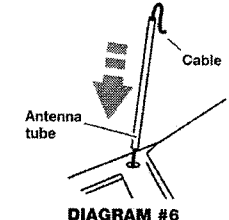


DIAGRAM #6

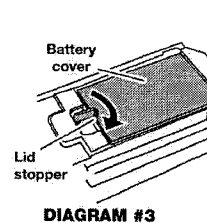


DIAGRAM #3

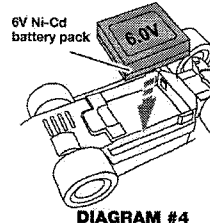


DIAGRAM #4

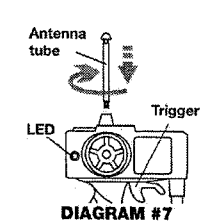


DIAGRAM #7

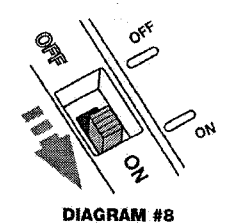


DIAGRAM #8

#### HOW TO INSTALL BATTERY IN THE TRANSMITTER

1. Slide open the battery cover at the back of the transmitter and put the 9V battery inside following the engraved sign. (See Diagram #5).
2. Replace the battery cover.

Note: Remove battery after you have finished using your vehicle.

#### HOW TO PLAY

##### START TO PLAY

1. Build up antenna by passing the cable through the antenna tube provided and plug into the vehicle tightly. Otherwise, the vehicle will not work. (See Diagram #6).
2. Screw the antenna on the top of the transmitter and extend to full length. (See Diagram #7).
3. Push the ON/OFF switch to the "ON" position of the vehicle. (See Diagram #8).

##### FORWARD RUNNING (TURBO POWER TURBO)

1. Pull the trigger backward for forward running. (See Diagram #9)
2. Pull the trigger to half way for normal speed. (See Diagram #10)
3. Pull the trigger to full extension for turbo speed. (See Diagram #11)
4. Release the trigger half way to resume normal speed.

#### REVERSE RUNNING

5. Push the trigger forward for reverse running. When the car is in reverse, it will only operate at normal speed. (See Diagram #10)

#### STEERING OPERATION

6. Turn the steering wheel to the anticlockwise or clockwise direction while pulling the trigger to the backward direction at the same time, the car will turn left to right and run forward. (See Diagram #9)
7. Turn the Steering Wheel to the anti-clockwise or clockwise direction while pushing the trigger to the forwards direction at the same time, the car will turn left or right and run backward. (See Diagram #9)

#### STOP OPERATION

8. Release the trigger to stop the vehicle. (See Diagram #9)

#### FRONT WHEELS STEERING ADJUSTMENT

9. If the vehicle does not run straight forward, adjust the lever for satisfactory alignment on the underside of the vehicle. (See Diagram #12).
10. If the vehicle runs towards left, turn "Steering Alignment Lever" towards "R".
11. If the vehicle runs towards right, turn "Steering Alignment Lever" towards "L".

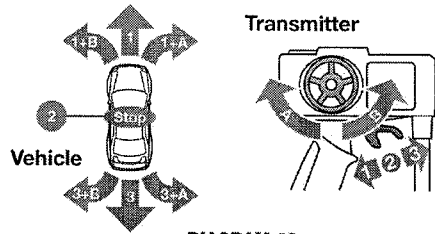


DIAGRAM #9

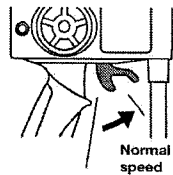


DIAGRAM #10

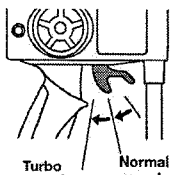


DIAGRAM #11

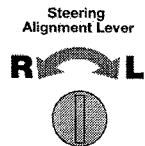


DIAGRAM #12

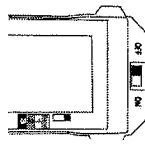


DIAGRAM #13

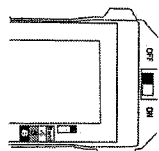


DIAGRAM #14

**ADVANCE OPERATION**  
**DRIFTING**

1. Pull the trigger to accelerate at maximum speed, and suddenly turn the STEERING CONTROL wheel to left and right at the same time.

**DONUT SPINS**

2. Pull the trigger to accelerate at maximum speed, and constantly turn the STEERING CONTROL wheel to left and right at the same time.

**DRIFTING TIPS**

3. For better drifting action, drive the car on the smooth surface.

**CHANGING BANDS FOR MULTI-PLAYER CONTROL SYSTEM**

Collect multiple SUPERDRIFT™ Multi-Player Control System vehicles to run up to 6 cars at the same time.

1. Assign a different band to each car. The 4 available bauds are Band 1, Band 2, and Band 3 for 27MHz (See Diagram #13); Band 4, Band 5, and Band 6 for 49MHz (See Diagram #14).
2. Adjust the transmitter to match the band selected for the car. For example, if Band 2 is selected for the car, slide the band switch of the transmitter to Band 2. (See Diagram #15 and #16)
3. Select a different band for each pair of car and transmitter and go racing. (See Diagram #17)

**TIPS FOR THE MULTI-PLAYER CONTROL SYSTEM**

1. When operating multiple cars, only one pair of car and transmitter shall be using the same brand. Interference may occur if i) more than one car is set to the same band; or ii) more than one transmitter is set to the same band.
2. If a car does not respond, check the transmitter and the car to ensure that both are set to the same band.
3. The SUPERDRIFT™ Multi-Player Control System allows multiple cars within the collection to be raced at the same time. Use of other radio control products that are not part of this Multi-player Control System may cause interference and loss of control to the cars.

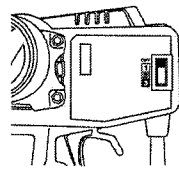


DIAGRAM #15

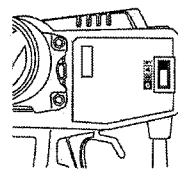


DIAGRAM #16

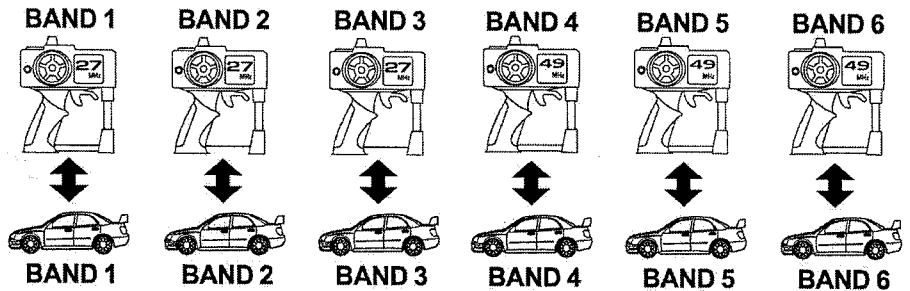


DIAGRAM #17

**PERFORMANCE TIPS**

1. Operate your vehicle in a safe place. Do not drive in streets. Avoid driving through sand, mud, and water, which can impair the performance of your car.
2. Do not leave your transmitter or car near sources of heat or under direct sunlight for long periods of time.
3. Do not expose your transmitter or car to humidity for long periods of time as dampness can damage interior mechanism.
4. Clean the toy vehicle regularly with a slightly damp cloth.
5. When the vehicle slows down or begins to move erratically, replace the batteries with new ones.
6. Concrete walls, metal posts, wire fence, and other electrical appliances and machineries can interfere with the transmission signal of your transmitter and result in erratic performance of your car. In this case, change to a different location.
7. If another radio control car or CB radio is operating at your same location, they will interfere with the performance of your car.
8. Alkaline batteries are highly recommended.

**BATTERY CAUTIONS**

1. Do not charge battery pack that is hot, wet or shows leakage or corrosion.
2. May explode if disposed of in fire!
3. Do not disassemble the battery pack.
4. Non-rechargeable batteries are not to be recharged.
5. Rechargeable batteries are to be removed from the toy before being charged.
6. Rechargeable batteries are only to be charged under adult supervision.
7. Different types of batteries or new and used batteries are not to be mixed.

8. Only batteries of the same or equivalent type as recommended are to be used.
9. Batteries are to be inserted with their correct polarity.
10. Exhausted batteries are to be removed from the toy.
11. The supply terminals are not to be short-circuited.
12. Overcharging can damage the battery pack. Charge according to recommended time.
13. This toy and all accessories must be periodically examined for potential hazards, and that potentially hazardous parts must be repaired and replaced before use.

**FCC NOTE:**

THE ANTENNA PROVIDED IS A UNIQUE ANTENNA. BY INSTALLATION OF UNAUTHORIZED ANTENNA TO THIS EQUIPMENT. SUCH UNAUTHORIZED INSTALLATION COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

308MM x 158MM  
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