

Turbo Gripper™



WARNING:
CHOKING HAZARD - Small parts.
Not for Children under 3 years.

Contents:

- Rescue Clamper Vehicle
- Transmitter
- Instruction manual

Main Features:

- Full Function Rescue Clamper Vehicle
- Real Clamper for Holding Simple Stuff
- Light Patterns

Safety Precautions:

- Parents, this toy is recommended for children 5 years and older. To ensure that your child's play is both safe and fun, please review the operating instructions with your children. If toy in the presence of children under 5 years of age, adult supervision is recommended.
- DO NOT pick up moving vehicle.
- Keep hands, hair and loose clothing away from the fans and the wheel hubs when power switch is turned ON.
- DO NOT operate your vehicle on street. Avoid hitting people, pets or home furnishings.

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.

Cautions:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

Care and Maintenance:

- Always remove batteries from the toy when it is not being used for a long period of time.
- Wipe the toy gently with a clean damp cloth.
- Keep the toy away from direct sunlight and/or direct heat.
- Do not submerge the toy into water that can damage the electronic assemblies.

Note:

- Parental guidance is recommended when installing or replacing batteries.
- New and alkaline batteries are recommended to use in this toy to obtain best and maximum performance.
- You are advised to replace with new batteries as soon as the function becomes impaired.
- Interference will cause loss of control or uncontrolled running of vehicle if used in vicinity of cordless telephones, baby monitors, electronic devices or other radio controlled devices.
- To race 2 vehicles at the same time, each must have a separate frequency. One with 27MHz, and the other with 49MHz, if both have the same frequency, their signals will interfere with each other.
- Users should keep and retain this information for future reference.
- Users should keep strict accordance with the manufacturer's instructions while operating the product.

Battery requirement for Transmitter:

Power Supply: DC 9V 0.45W
 Rating: DC 9V 0.45W
 Battery: 1 x 9V / 6LF22 / 6AM6
 Requires 1 x "9V" size alkaline battery (not included)

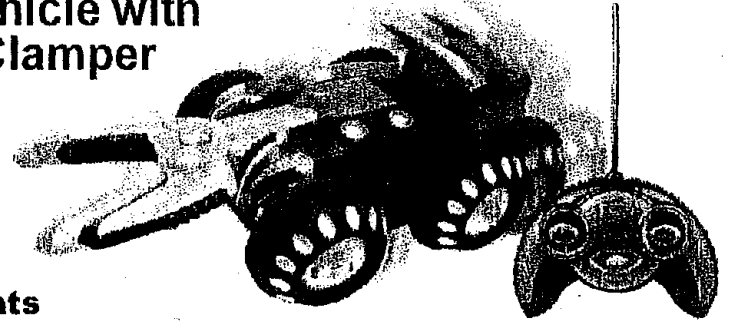
Battery requirement for Vehicle:

Power Supply: DC 9V 6.3W
 Rating: DC 9V 6.3W
 Batteries: 6 x 1.5V "AA" LR6 / AM3
 Requires 6 x 1.5V "AA" size alkaline batteries (not included) or 9.6V rechargeable battery pack (not included)



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Speedy Vehicle with Mighty Clamper



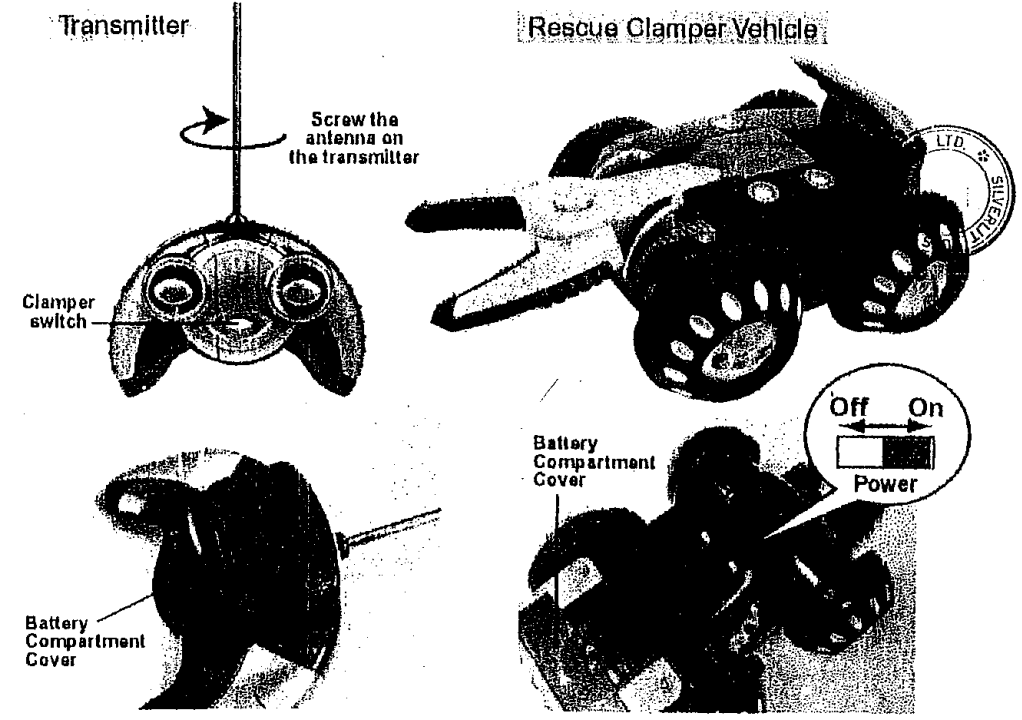
FCC Statements

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.

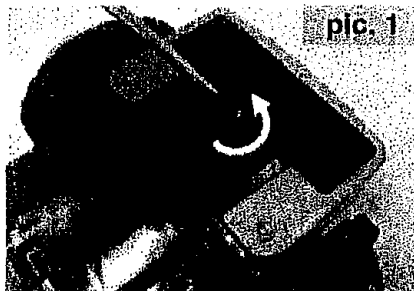
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate 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 needed.
- Consult the dealer or an experienced radio/TV technician for help.

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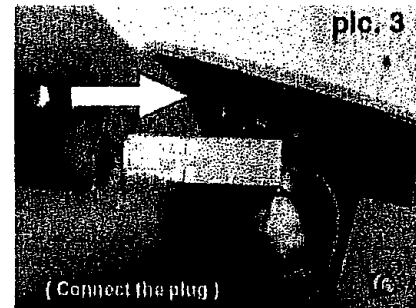
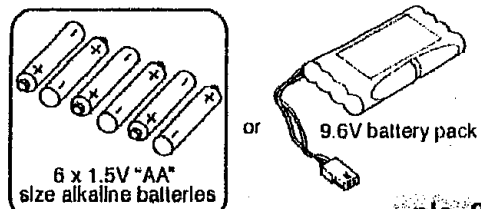
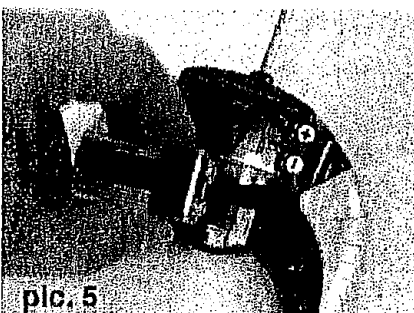


Getting Started



Batteries:

- Your Rescue Clamper vehicle is powered by 6 x 1.5V "AA" size alkaline batteries or 9.6V rechargeable battery pack.
- Your transmitter is powered by 1 x 9V size alkaline battery.



Battery Installation -- Vehicle:

Make sure the power switch is on "OFF" position.

- Use a phillips head screwdriver to loosen the screw (turn counter clockwise) on the battery compartment cover. (pic. 1)
- Insert new "AA" size alkaline batteries with "+" & "-" signs as shown inside the battery drawer. (pic. 2)
- Connect the plug from inside the battery compartment to the plug of the battery drawer. (pic. 3)
- Close the battery compartment cover use a phillips head screwdriver.

Battery Installation -- Transmitter:

- Remove the battery compartment cover with a coin. (pic. 4)
- Insert new "9V" size alkaline battery with "+" & "-" signs as shown inside the battery compartment. (pic. 5)
- Put the battery compartment cover back in position.

Driving Your Rescue Clamper Vehicle

Start to play :

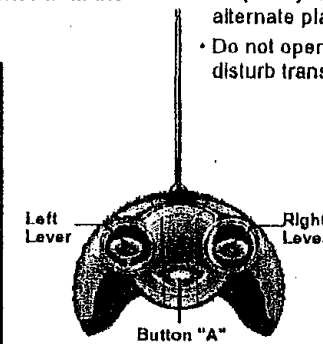
- Switch on the Rescue Clamper vehicle.
- Steer the Rescue Clamper vehicle by adjusting the control levers of transmitter in different combinations to perform different actions.
- Press the button "A" to control the clamper goes forward or backward.
- For best results, hold antenna up, not pointed down toward Rescue Clamper vehicle.
- After use, switch off the Rescue Clamper vehicle.
- If the Rescue Clamper vehicle is to be "parked" for a relatively long time, remove all batteries from the vehicle and the transmitter.

Driving Tips:

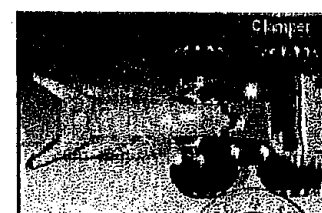
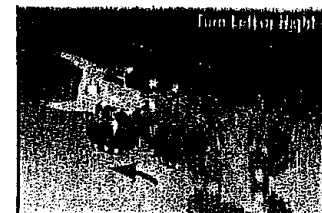
- Operate only on flat, smooth (but not slippery), dry surfaces and low pile carpet.
- Don't drive your Rescue Clamper vehicle in sand or through water or snow, if your vehicle get wet, wipe with a towel and allow to dry completely.
- When your Rescue Clamper vehicle runs erratically, the problem is usually the result of interference caused by high tension wires, radios, or other R/C cars running close by on the same frequency as yours. You may have to choose an alternate place to race.
- Do not operate near concrete walls which may disturb transmission.

Left Lever	Right Lever	Action
↑	↑	↑
↓	↓	↓
↘	↑	↘
↑	↘	↘
↓	↓	↘
↑	↓	↘
↓	↑	↘
↓	↑	↘

Full Function Drive



- Button "A"
 - Clamper open and move forward or Clamper close and move backward.



Trouble Shooting:

Symptom	Cause	Correction
Vehicle does not react, or react poorly to operation by transmitter.	<ul style="list-style-type: none"> High-frequency interference occurred near to high-voltage lines, transformers and some types of building. In sleep mode 	<ul style="list-style-type: none"> Avoid these if possible, or choose another place to operate the vehicle. Push ON/OFF switch once to start the play.
Loss of control	<ul style="list-style-type: none"> Another radio control vehicle using the same frequency is operated near your vehicle. Out of the control range of distance. 	<ul style="list-style-type: none"> Race against other vehicles using different frequencies. Move to another place where without radio frequency interference from another device.
Vehicle runs slowly or does not run.	<ul style="list-style-type: none"> Loose battery connection Main power switch is not in "ON" position. Batteries are not placed in compartment correctly. Batteries are exhausted. 	<ul style="list-style-type: none"> Check battery connection. Switch on the power. Check the battery polarity. Replace all old batteries with new ones.

Hints: This Rescue Clamper vehicle will be automatically enter into sleep mode after 5 minutes when not in use. To turn it on again, simply push the ON/OFF switch once to start the play.