Fire Runner

hat's Included:

Fire Runner, Transmitter, Owner's Manual Antenna





Step 1: Installing the Batteries

You will need

Phillips Screwdrive

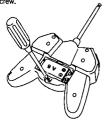
One 9V battery for the transmitter

Four AA batteries or one 6V rechargeable battery pack for the Fire Runner

Eight LR44 button cell batteries (supplied), two for each wheel

Put Battery in Transmitter

- Slide ON/OFF switch on the front of the transmitter to OFF.
- Loosen the screw on the battery compartment cover with a Phillips screwdriver and remove the cover.
- put one 9V battery in the battery compartment, matching the + and - signs with the product.
- Replace the cover and secure it with the

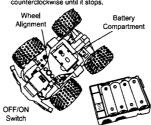


Put Batteries in the Fire Runner

- Slide the OFF/ON switch on the bottom of the Fire Runner to OFF.
- Turn the latch on the side of the battery compartment clockwise until it stops.
 Slide the battery holder away from the
- arrow, and then lift up to remove it.
- insert four AA batteries in the battery holder, matching the + and - signs with the product.
- Replace the battery holder close to the latch and slide it in the direction of the arrow until it stops.

Or, if you are using a 6V battery Pack Place the battery pack in the battery

- Place the battery pack in the battery compartment (close to the latch), matching the + and - signs with the product.
- Slide the battery pack in the direction of the arrow until it stops.
- Turn the latch on the battery compartment counterclockwise until it stops.



About the Button Cell Batteries

Two button cell batteries come installed in each wheel and are used to power the LED lights.

- Flip the Fire Runner sideways so the inside of the wheel is facing up.
- Pull the plastic strip from the battery cover inside each wheel.
- To install new batteries, loosen the screw on the battery cover with a Phillips screwdriver, and remove the cover.
- Put two LR44 button cell batteries inside the compartment, with the + sign facing up.
 Replace the battery cover and secure it with
- a screw.

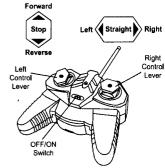


Step 2 : Attaching the Transmitter's Antenna

- Thread the antenna into the transmitter's antenna connector.
- Turn the antenna clockwise.
- Ensure the connection is tight,

Step 3 : Driving the Fire Runner

- Set the OFF/ON switch on the bottom of the vehicle to ON.
- Set the OFF/ON switch on the transmitter to ON and fully extend the antenna. The LED lights.



When the vehicle moves forward, the headlights light up. And, while the wheels rotate, the two LEDs on each wheel spin, creating a ring of light.

Wheel Alignment

If the vehicle does not drive straight, adjust the wheel alignment on the bottom of the vehicle. Turn the control toward L if the vehicle pulls to the right or toward R if the vehicle pulls to the left.

Helpful Hints

- Your Fire Runner comes in two frequencies (27 MHz and 49 MHz), so you and your friends can play together. Check the box to see which frequency you have.
- Driving your Fire Runner for long periods of time can cause a high heat level, which causes wear and tear on the vehicle.
 To keep heat levels down, when the Fire
- Runner's battery power dies, let the vehicle
- cool for 10 minutes before installing fresh batteries.
- If the Fire Runner's motor runs, but does not respond to the transmitter, move closer to the vehicle and try again.
- If someone uses a CB nearby, it might interfere with the control of the Fire Runner.
 If this happens, move the Fire Runner away from the CB.
- You cannot operate your vehicle near devices that use the same frequency (27 MHz or 49 MHz) as your vehicle. Check the box to see which frequency you have.
- If the Fire Runner moves slowly, or not at all, after you have installed new batteries, check the wheels for lint, dirt, hair or thread.

Safe Care and Use

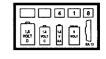
- The Fire Runner is not suitable for children under six years of age.
- Never play with the Fire Runner in the street.
 keep the Fire Runner away from dust and
- keep the Fire Runner away from dust and dirt.
 Wipe the Fire Runner and transmitter with a
- a damp cloth occasionally to keep them looking new. Do not immerse them in water.

 Keep this owner's manual for future use.
- Modifying or tampering with the Fire Runner's internal components can cause a malfunction and invalidate its warranty, as well as void your FCC authorization to use it. If your Fire Runner is not performing as it should, take it to your local Supertoys store for assistance.

Battery Notes

- Any batteries purchased for use in this toy may pose a hazard to children.
- Keep button-cell batteries away from children. Swallowing a button-cell battery can be fatal.
- If your Fire Runner moves slowly, or not at all, and does not respond to the transmitter, replace the batteries with alkaline batteries from Supertoys, Or, if you are using a rechargeable battery pack, recharge it.
- Before you can use the battery pack, you must charge it using a special battery charger, which is available at your local Supertoys store.
- Do not charge or recharge the battery pack while it is in the Fire Runner.
 After you have finished charging the battery pack, disconnect it from the charger.
- After you have linished charging the battery pack, disconnect if from the charger.
 Overcharging the battery pack could damage it.
- When the transmitter's range decreases, replace your battery.

- Never leave dead or weak batteries in the Fire Runner or transmitter.
- Use fresh batteries of the required size and recommended type only. Do not mix old and new batteries.
- never mix alkaline batteries with other types of batteries,
- If you do not plan to use the Fire Runner for several days, remove all batteries from the transmitter and the Fire Runner. Batteries can leak chemicals that may destroy electronic parts.
- Dispose of old batteries promptly and properly. Do not burn or bury them.



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

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:

- ☐ Recrient 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.
- ☐ Connect the equipment into an outlet on a circuit different from that to which the receiver is need.
 ☐ Consult the dealer or an experienced radio/TV technician for help.