099-T13027-EN (Ver# 0) size: 210mm(L) X 297mm(W) Material: 100gsm + woodfree paper

Ref: Feb/28/2013



SAFETY PRECAUTIONS (Keep manual for future reference)

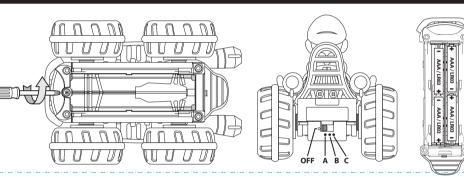
This vehicle is not recommended for children under the age of 6 years. Please read all of the instructions before operating this vehicle. Always follow general safety rules while operating vehicle; avoid hitting pets, furniture or people. Do not pick up vehicle while it is in motion; keep hands, hair, and clothing away from this vehicle when the power switch is turned to the "A/B/C" position. Remove batteries when vehicle is stored. Avoid tire contact on

Mario Stunt Kart is built with an automatic shut-off function if the vehicle reaches excessive temperature during operation. If the vehicle stops after a prolonged period of operation, turn off vehicle and controller, remove batteries from vehicle and cease operation for ten (10) minutes. Reinsert batteries

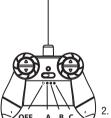
BATTERY REQUIREMENTS / INSTALLATION FOR VEHICLE

- 1. On the vehicle bottom, using a Phillips screwdriver (not included), loosen screw and remove the battery cover.
- 2. Insert 4 new AAA/LR03 batteries.(not included)
- 3. Replace battery cover and tighten screw.
- 4. Turn power switch to the "A/B/C" position.

NOTE: for best performance, use of alkaline batteries



BATTERY REQUIREMENTS / INSTALLATION FOR TRANSMITTER



To operate your transmitter you will need (2) AAA / LR03 1.5 Volt batteries (not included). NOTE: for best performance, use of alkaline batteries is recom

1. Remove battery cover as shown and install (2) AAA / LR03 1.5 Volt batteries. Replace cover. Move the power button to the "A/B/C" position and the red LED light will come on. This will show you that the battery is good and the transmitter is ready for operation. PLEASE NOTE: Vehicle power switch must be in the "A/B/C" position to receive commands from the transmitter 2. Change batteries when LED is dim or not on



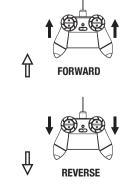
- Non-rechargeable batteries are not to be recharged:
- · Rechargeable batteries are only to be charged under adult supervision;
- Rechargeable batteries are to be removed from the toy before being charged Different types of batteries or new and used batteries are not to be mixed;

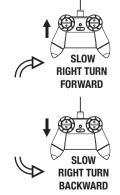
6+

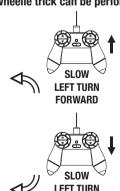
- Batteries are to be inserted with the correct polarity (+ and -);
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium)
- Dead hatteries are to be removed from the toy.
- The supply terminals are not to be short-circuited
- Only use the batteries recommended by the manufacturer or batteries of an equivalent type;
- Please remove batteries from the toy if it is not to be used over a long period of time
- Protect the environment: Bring used batteries to a special collecting point!

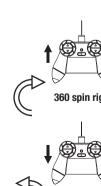
CHANNEL SELECTION AND DIRECTION CONTROLS

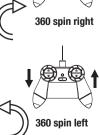
- 1 . For proper operation, match the channel band on controller and vehicle (example: controller = A and vehicle = A)
- 2. Move control buttons as indicated by solid arrows. Vehicle will move in direction as indicated by outlined arrow.
- 3. NOTE: when traveling in reverse direction and changing quickly to forward, a wheelie trick can be performed.











English version

PROPER OPERATION AND STORAGE OF YOUR VEHICLE

- 1. Best operation of vehicle is on a textured paved surface.
- 2. Always operate your vehicle within a 50 foot range
- 3. Always operate your vehicle on dry surfaces away from cars and other full-size vehicles.
- 4. Always store your vehicle in a cool, dry place and off of painted or varnished surfaces.
- 5. Avoid operating around CB radios, high voltage electrical, wires and large steel-reinforced concrete buildings.
- 6. Avoid running your vehicle and another vehicle on the same frequency.
- 7. DO NOT use in salt water.
- 8. Vehicle and transmitter are not waterproof. Do not immerse or use in water.

BATTERY SAFETY INFORMATION

- . Do not use rechargeable batteries;
- Batteries must be removed and inserted under adult supervision
- •Non-rechargeable batteries are not to be recharged;
- •Batteries are to be inserted with the correct polarity;
- •Exhausted batteries are to be removed from the toy and disposed properly;
- Supply terminals are not to be short-circuited;
- Different types of batteries (e.g. alkaline, standard carbon-zinc or rechargeable) or new and used batteries are not to be mixed;
- •Do not dispose of batteries in fire, may explode or leak

U.S. FCC 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

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 quarantee 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:

- Regrient 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 connected.
- Consult the dealer or an experienced radio/TV technician for help.

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.

This Category II radio communication device complies with Industry Canada Standard RSS-310.

Ce dispositif de radiocommunication de catégorie II respecte la norme CNR-310 d'Industrie Canada.

Please retain this information for future reference.

Please remove all packaging materials before giving to children.

An adult should periodically check this toy to ensure no damage or hazard exists, if so, remove from use.

Children should be supervised during play.

Keep addresses and phone number for future reference.

The item inside this package may vary from the photographs and/or illustrations.

Carrier frequency and field strength

Frequency Channel: 27.145 MHz

27.145 MHz Field Strength: 74.16 dBuv/m @ 3m.

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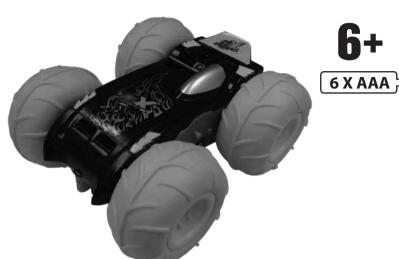
FRONT

BACK

099-11016-EN (Ver #0) size: 210mm(L) X 297mm(W) Material: 100gsm + woodfree paper

Ref: Mar/01/2013





SAFFTY PRECAUTIONS (Keep manual for future reference)

This vehicle is not recommended for children under the age of 6 years. Please read all of the instructions before operating this vehicle. Always follow general safety rules while operating vehicle: avoid hitting pets, furniture or people. Do not pick up vehicle while it is in motion; keep hands, hair, and clothing away from this vehicle when the power switch is turned to the "A/B/C" position. Remove batteries when vehicle is stored. Avoid tire contact on painted or varnished surfaces.

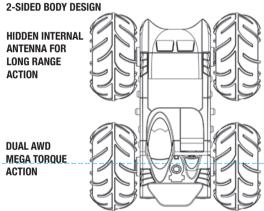
The JLX MICRODRIVE™ is built with an automatic shut-off function if the vehicle reaches excessive temperature during operation. If the vehicle stops after a prolonged period of operation, turn off vehicle and controller, remove batteries from vehicle and cease operation for ten (10) minutes. Reinsert batteries and resume play

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contact your local distributor.

6+

JLX MICRODRIVE™ ACTION FEATURES



HARDENED STEEL **AXLES FOR ADDED**

RUBBER TIRES FOR MASSIVE SUPER BOUNCE

SUPER-GRIP TIRE TREAD FOR **RFTTFR OFF-**ROAD TRACTION

- FULL-THROTTLE, MAXIMUM-SPEED OPERATION
- SCALE SPEEDS OVER 300 MPH

is equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Parl 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:

- · Increase the space between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. • Consult the dealer or an experienced radio/TV technician for help.

U.S. FCC Warning:

Changes or modifications to this unit not expect the user's authority to operate the equipment difications to this unit not expressly approved by the party responsible for compliance could void

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, ncluding interference that may cause undesired operation

This Category II radio communication device complies with Industry Canada Standard RSS-310. Ce dispositif de radiocommunication de catégorie II respecte la norme CNR-310 d'Industrie Canada

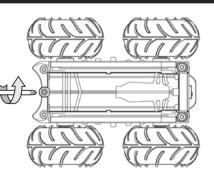
Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device. Carrier frequency and field strength

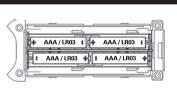
Frequency Channel: 27.145 MHz 27.145 MHz Field Strength: 74.16 dBuv/m @ 3m.

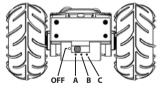
BATTERY REQUIREMENTS / INSTALLATION FOR VEHICLE

- 1. On the vehicle bottom, using a Phillips screwdriver (not included), loosen screw and remove the battery cover.
- 2. Insert 4 new AAA/LR03 batteries.(not included)
- 3. Replace battery cover and tighten screw.
- 4. Turn power switch to the "A/B/C" position.

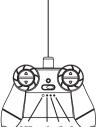
NOTE: for best performance, use of alkaline batteries







BATTERY REQUIREMENTS / INSTALLATION FOR TRANSMITTER



To operate your transmitter you will need (2) AAA / LR03 1.5 Volt batteries (not included). NOTE: for best performance, use of alkaline batteries is recomme

1. Remove battery cover as shown and install (2) AAA / LR03 1.5 Volt batteries. Replace cover. Move the power button to the "ON" position and the red LED light will come on. This will show you that the battery is good and the transmitter is ready for operation. PLEASE NOTE: Vehicle power switch must be in the "A/B/C" position to receive commands from the transmitter. 2. Change batteries when LED is dim or not on.

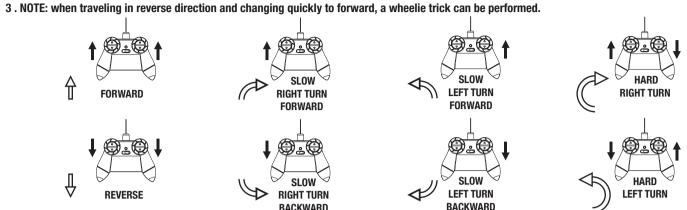


- Non-rechargeable batteries are not to be recharged:
- Rechargeable batteries are only to be charged under adult supervision;
- Rechargeable batteries are to be removed from the toy before being charged Different types of batteries or new and used batteries are not to be mixed:
- Batteries are to be inserted with the correct polarity (+ and -):
- Do not mix alkaline. standard (carbon-zinc), or rechargeable (nickel-cadmium batteries:
- Dead batteries are to be removed from the toy:
- The supply terminals are not to be short-circuited:
- Only use the batteries recommended by the manufacturer or batteries of an equivalent type:
- Please remove batteries from the toy if it is not to be used over a long period of time.
- Protect the environment: Bring used batteries to a special collecting point!

English version

CHANNEL SELECTION AND DIRECTION CONTROLS

- 1 . For proper operation, match the channel band on controller and vehicle (example: controller = A and vehicle = A)
- 2. Move control buttons as indicated by solid arrows. Vehicle will move in direction as indicated by outlined arrow.



PROPER OPERATION AND STORAGE OF YOUR VEHICLE

- 1. Best operation of vehicle is on a textured paved surface.
- 2. Always operate your vehicle within a 50 foot range.
- 3. Always operate your vehicle on dry surfaces away from cars and other full-size vehicles
- 4. Always store your vehicle in a cool, dry place and off of painted or varnished surfaces.
- 5. Avoid operating around CB radios, high voltage electrical, wires and large steel-reinforced concrete buildings.
- 6. Avoid running your vehicle and another vehicle on the same frequency.
- 7. DO NOT use in salt water
- 8. Vehicle and transmitter are not waterproof. Do not immerse or use in water.

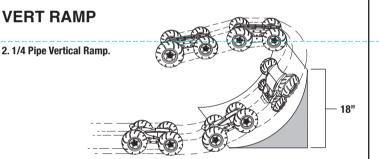
TRICKS AND STUNTS (outdoors only)

Here are a few of the exciting tricks and stunts you can do. The following tricks and stunts take practice and skill. Attempt simple skill level tricks before going on to more advanced tricks. Remember you will need to practice to achieve these stunts.

SIMPLE SKILL LEVEL:

STANDARD RAMP JUMP

1. Drive car up a ramp no higher than 24 inches RAMP HEIGHT



MODERATE SKILL LEVEL:

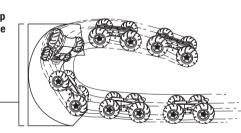
WALL FLIP

3. Run car up a 5 inches high ramp and onto a wall causing the car to flip. MAXIMUM **RAMP HEIGHT**

REVERSE RAMP FLIP

4. Build a semi-circular ramp 24 inches high and run the car through it.

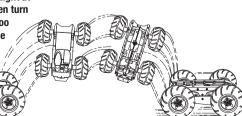
> MAXIMUM RAMP HEIGHT



EXPERT SKILL LEVEL:

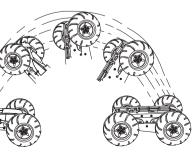
BARREL ROLL

5. While driving the car straight at full speed, make a sudden turn causing the car to roll. Too sharp of a turn will cause the car to spin instead



WHEELIE FLIP

6. While running the car with the drive wheels in front, quickly reverse both control buttons. This should cause the car to flip. (To identify drive wheels, hold car off of ground. Move control button and drive wheels will spin.)



FRONT

099-11018-EN (Ver #0) size: 210mm(L) X 297mm(W) Material: 100gsm + woodfree paper

Ref: Mar/01/2013





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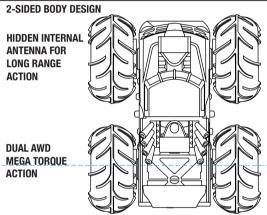
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contact your local distributor.

6+

6 X AAA

JLX MICRODRIVE™ ACTION FEATURES



AXLES FOR ADDED

RUBBER TIRES FOR MASSIVE SUPER BOUNCE

SUPER-GRIP TIRE TREAD FOR **RFTTFR OFF-**ROAD TRACTION

- FULL-THROTTLE, MAXIMUM-SPEED OPERATION
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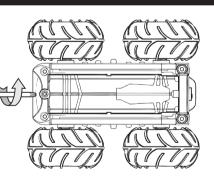
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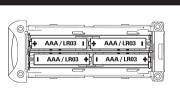
Frequency Channel: 27.145 MHz 27.145 MHz Field Strength: 74.16 dBuv/m @ 3m.

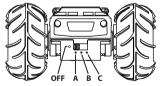
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- 2. Insert 4 new AAA/LR03 batteries.(not included)
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- 4. Turn power switch to the "A/B/C" position.

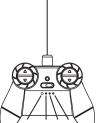
NOTE: for best performance, use of alkaline batteries





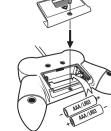


BATTERY REQUIREMENTS / INSTALLATION FOR TRANSMITTER



To operate your transmitter you will need (2) AAA / LR03 1.5 Volt batteries (not included). NOTE: for best performance, use of alkaline batteries is recomme

1. Remove battery cover as shown and install (2) AAA / LR03 1.5 Volt batteries. Replace cover. Move the power button to the "ON" position and the red LED light will come on. This will show you that the battery is good and the transmitter is ready for operation. PLEASE NOTE: Vehicle power switch must be in the "A/B/C" position to receive commands from the transmitter. 2. Change batteries when LED is dim or not on.

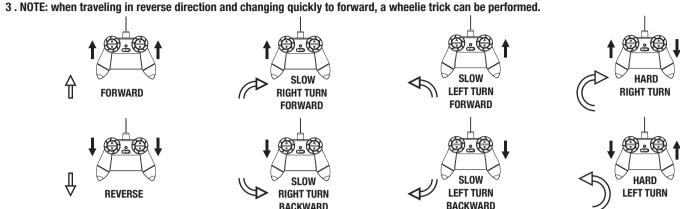


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- Rechargeable batteries are to be removed from the toy before being charged Different types of batteries or new and used batteries are not to be mixed:
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- Do not mix alkaline. standard (carbon-zinc), or rechargeable (nickel-cadmium batteries:
- Dead batteries are to be removed from the toy:
- The supply terminals are not to be short-circuited:
- Only use the batteries recommended by the manufacturer or batteries of an equivalent type:
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- Protect the environment: Bring used batteries to a special collecting point!

English version

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- 3. Always operate your vehicle on dry surfaces away from cars and other full-size vehicles
- 4. Always store your vehicle in a cool, dry place and off of painted or varnished surfaces.
- 5. Avoid operating around CB radios, high voltage electrical, wires and large steel-reinforced concrete buildings.
- 6. Avoid running your vehicle and another vehicle on the same frequency. 7. DO NOT use in salt water
- 8. Vehicle and transmitter are not waterproof. Do not immerse or use in water.

TRICKS AND STUNTS (outdoors only)

Here are a few of the exciting tricks and stunts you can do. The following tricks and stunts take practice and skill. Attempt simple skill level tricks before going on to more advanced tricks. Remember you will need to practice to achieve these stunts.

SIMPLE SKILL LEVEL:

STANDARD RAMP JUMP

1. Drive car up a ramp no higher than 24 inches RAMP HEIGHT

VERT RAMP 2. 1/4 Pipe Vertical Ramp

MODERATE SKILL LEVEL:

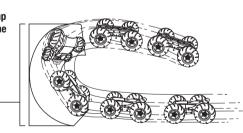
WALL FLIP

3. Run car up a 5 inches high ramp and onto a wall causing the car to flip. MAXIMUM **RAMP HEIGHT**

REVERSE RAMP FLIP

4. Build a semi-circular ramp 24 inches high and run the car through it.

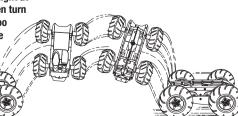
> MAXIMUM RAMP HEIGHT



EXPERT SKILL LEVEL:

BARREL ROLL

5. While driving the car straight at full speed, make a sudden turn causing the car to roll. Too sharp of a turn will cause the car to spin instead



WHEELIE FLIP

6. While running the car with the drive wheels in front, quickly reverse both control buttons. This should cause the car to flip. (To identify drive wheels, hold car off of ground. Move control button and drive wheels will spin.)

