

099-52614
 size: 297mm”(L) X 420mm”(W)
 Material: 100gsm + woodfree paper
 worked by Fai So Date: Sep/30/2011

English version



6+

Toys R Us

Part of the "R"US Family of Brands.

FAST LANE is a mark of Geoffrey, LLC, a subsidiary of Toys "R" Us, Inc. © 2011 Geoffrey, LLC Made in China Distributed in the United States by Toys "R" Us, Inc., Wayne, NJ 07470 Distributed in Australia by Toys "R" Us (Australia) PTY Ltd. Regents Park NSW 2143 www.toysrus.com

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

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

Customer Information: Color and contents may vary from item shown. Where applicable, remove all packing before giving this item to your child.

NOT INCLUDED

1.5V AAA x 6

SAFETY PRECAUTIONS (Keep manual for future reference)

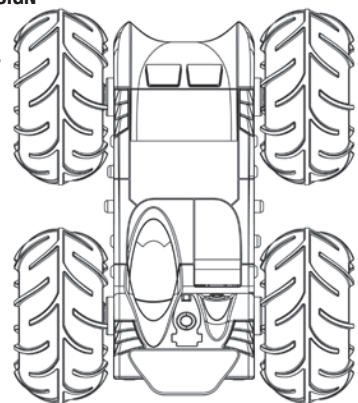
This vehicle is not recommended for children under the age of 6 years. Please read all of the instructions before operating this vehicle. Always follow general safety rules while operating vehicle: avoid hitting pets, furniture or people. Do not pick up vehicle while it is in motion, keep hands, hair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

The JXL MICRODRIVE™ is built with an automatic shut-off function if the vehicle reaches excessive temperature during operation. If the vehicle stops after 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.

JXL MICRODRIVE™ ACTION FEATURES

2-SIDED BODY DESIGN

HIDDEN INTERNAL ANTENNA FOR LONG RANGE ACTION



HARDENED STEEL AXLES FOR ADDED STRENGTH.

RUBBER TIRES FOR MASSIVE SUPER BOUNCE ACTION!

DUAL AWD MEGA-TORQUE ACTION

SUPER-GRIP TIRE TREAD FOR BETTER OFF-ROAD TRACTION

- FULL-THROTTLE, MAXIMUM-SPEED OPERATION
- SCALE SPEEDS OVER 300 MPH
- UP TO 50-FEET EFFECTIVE RANGE

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

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 equipment.

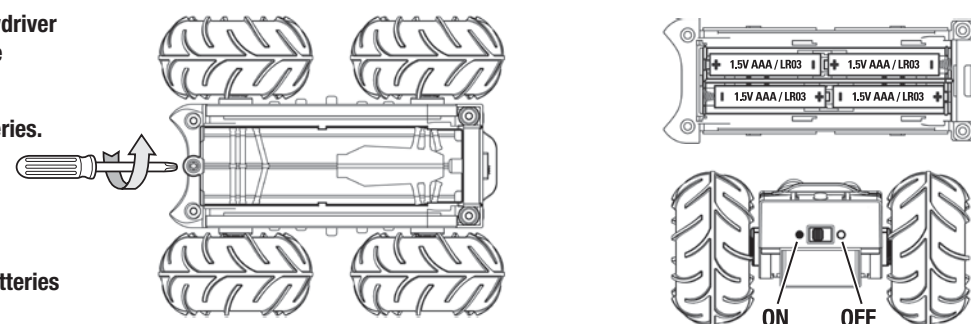
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This Class B digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du 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: 68.7 dBµV/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) piece new AAA/LR03 1.5 Volt batteries.
3. Replace battery cover and tighten screw.
4. Turn power switch to the "ON" position.

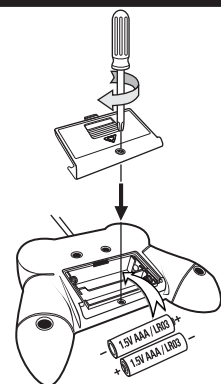


NOTE: for best performance, use of alkaline batteries is recommended.

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 recommended.

1. Remove battery cover as shown and install (2) AAA / LR03 1.5 Volt batteries. Replace cover. Move power button "ON" 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 "ON" position to receive commands from the transmitter.
2. Change batteries when LED is dim or not on.



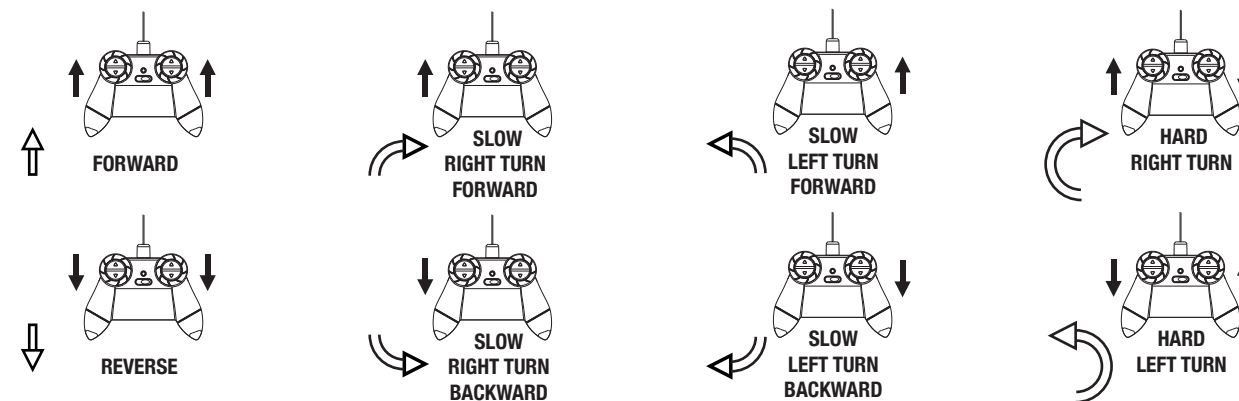
- Non-rechargeable batteries are not to be recharged;
- Rechargeable batteries are only to be charged under adult supervision;
- Rechargeable batteries are to be removed from the toy before being charged;
- Different types of batteries or new and used batteries are not to be mixed;
- Batteries are to be inserted with the correct polarity(+ and -);
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries;
- Exhausted 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 from the toy if it is not to be used over a longer period;
- Protect the environment: Bring used batteries to a special collecting point! Thank you!

— — — — — Cut line

- - - - - Folder line

DIRECTION CONTROLS

Move joystick(s) 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 range of 50 feet from you.
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.

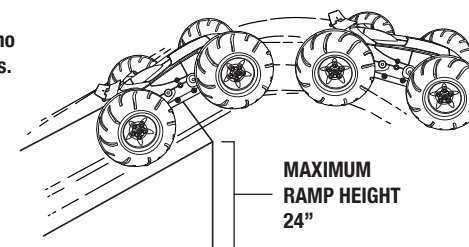
TRICKS AND STUNTS (for outdoors only)

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:

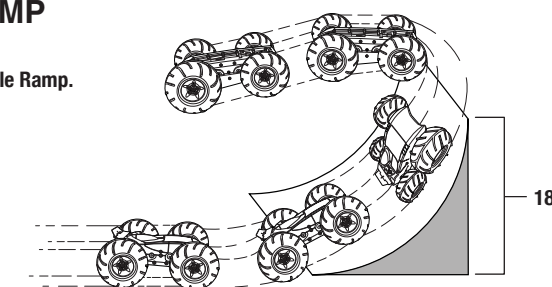
STANDARD RAMP JUMP

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



VERT RAMP

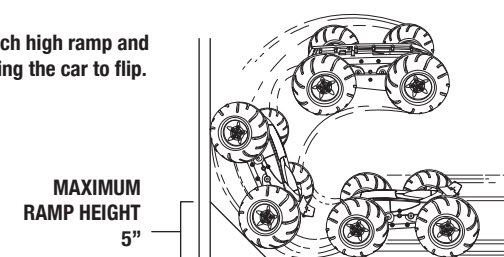
2. 1/4 Pipe Vehicle Ramp.



MODERATE SKILL LEVEL:

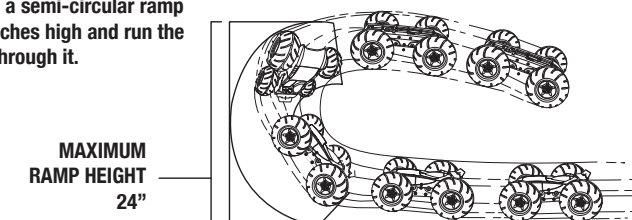
WALL FLIP

3. Run car up a 5 inch high ramp and onto a wall causing the car to flip.



REVERSE RAMP FLIP

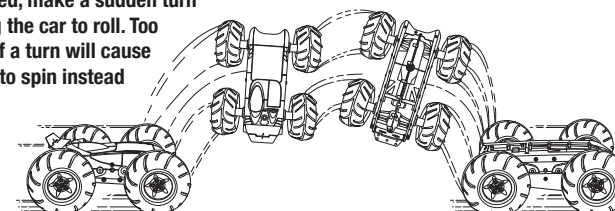
4. Build a semi-circular ramp 24 inches high and run the car through it.



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 of roll.



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.)

