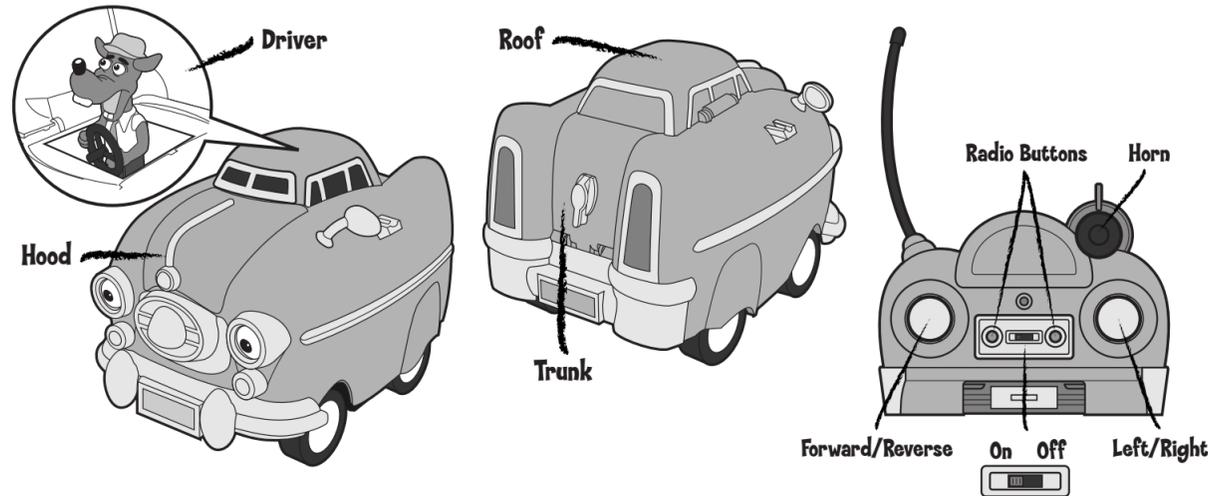


# WACKY WHEELS

Item No.0272  
Ages 4+

## INSTRUCTION MANUAL

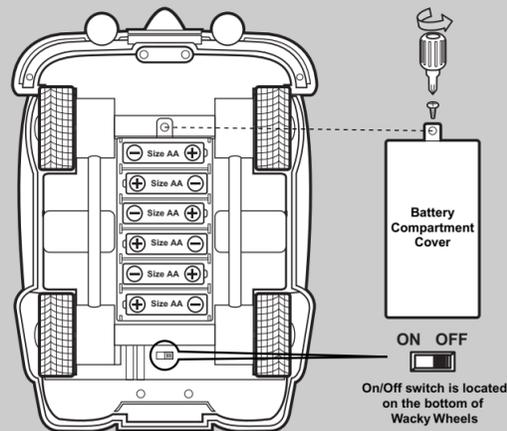
**BATTERY REQUIREMENTS**  
Wacky Wheels 6 x AA  
Controller 1 x 9V  
Batteries Not Included



## BATTERY INSTALLATION AND POWER ON/OFF

### Bottom of Wacky Wheels

- 1) Remove the battery compartment cover using a Phillips or crosshead screwdriver (not included).
- 2) Insert 6 x AA batteries (not included) into the battery compartment(s) as shown in the diagram.
- 3) Replace the battery compartment cover(s) and the screw(s).



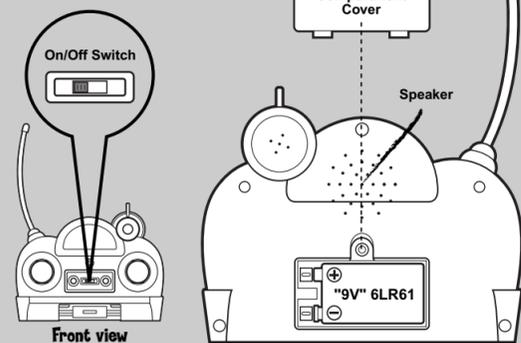
On/Off switch is located on the bottom of Wacky Wheels

### Attention: Important Battery Information

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard alkaline, or rechargeable), or rechargeable batteries of different capacities.
- Remove rechargeable batteries from the toy before recharging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Please respect the correct polarity, (+) and (-).
- Do not dismantle batteries of any type.

### Back of Controller

- 1) Remove the battery compartment cover using a Phillips or crosshead screwdriver (not included).
- 2) Insert 1 x 9V battery (not included) as shown in the diagram.
- 3) Replace the battery compartment cover and the screw.

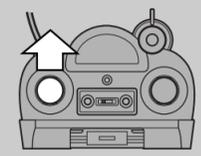


- Do not try to charge non-rechargeable batteries.
- Do not throw batteries into the fire.
- Replace all batteries of the same type/brand at the same time.
- Do not short-circuit the battery contacts.
- Remove exhausted batteries from the toy.
- Batteries should be replaced by adults because of small parts.
- Remove batteries if the toy is not going to be played with for some time.

## Driving the Wacky Wheels

- Turn on the Wacky Wheels and the controller using the On/Off switches as shown in the Battery installation and Power On/Off section of this instruction sheet.
- The power indicator light on the controller will glow as long as the battery has power.

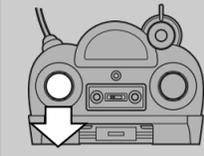
### Forward



Push Forward to make the Wacky Wheels move forwards.



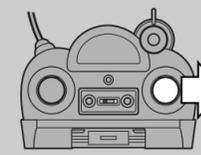
### Reverse



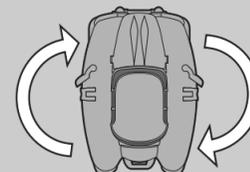
Push Reverse to make the Wacky Wheels move backwards.



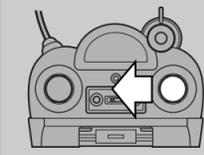
### Right Spin



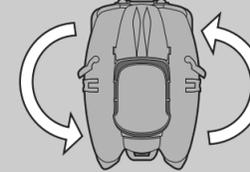
Push Right to make the Wacky Wheels spin to the right.



### Left Spin



Push Left to make the Wacky Wheels spin to the left.

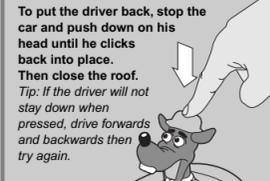


### Driver



If you drive in a wacky way, with fast direction changes (left, reverse) the driver will pop out to see what's going on!

### Roof



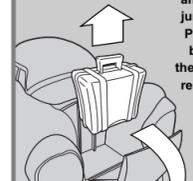
To put the driver back, stop the car and push down on his head until he clicks back into place. Then close the roof.  
Tip: If the driver will not stay down when pressed, drive forwards and backwards then try again.

### Wacky Sounds



Press the horn and radio buttons to make wacky sounds while you drive! The radio buttons make two sounds each.

### Trunk



Open the trunk and luggage will jump out at you! Put the luggage back and close the door firmly to reset the spring.

## Driving Tips:

Remember that when the vehicle is coming towards you, it will steer in the opposite direction to the way you turn the controls. Try to imagine that you are in the driver's seat to work out the direction it will turn.

When you have finished playing, make sure that you turn the power switch on the controller and Wacky Wheels to "Off".

## Safety Precautions

- Never drive your Wacky Wheels on the streets.
- Do not pick up the vehicle while it is in motion.
- Keep fingers, hair and loose clothing away from the tires and wheels while the vehicle is in motion.
- Do not drive the vehicle through water.
- For best results, hold the antenna up, not pointing down towards the vehicle.
- Drive safely!

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 the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is needed.

**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.

Please keep these instructions as they contain important information



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