

TROUBLE SHOOTING

IMPORTANT - DO NOT RETURN PRODUCT

We're here to help!
Call us @ 800.336.7745

Monday thru Friday between 8:00 am - 4:00 pm (pacific)

1. Performance can be hindered by weak batteries. Make sure the AA batteries in your controller are relatively new.
2. Sometimes other electrical devices (like televisions, DVD players, etc.) can cause interference. If you run into issues try operating in another room, preferably on the other side of the house.
3. If your racer begins to move slowly on a full charge, try the following:
 - a. Make sure the rear rubber tires are securely fitted on to the plastic wheels. If the rubber wheels are not securely fitted, then you may experience excess friction which may slow down your racer.
 - b. Placing your track in an area with shag carpeting or other loose fibers may cause fibers to become entangled around the racer's rear axles, thus significantly slowing down your racer. Unscrew the 2 screws on the bottom of the racer and remove the top to reveal the gears and wheel housings. Check the axles for entangled fibers. Remove with tweezers or other small tool. Reaffix the racer's top and resume racing.
 - c. Occasionally, upon numerous crashes, a gear may become slightly displaced. If your racer fails to work while the controller's trigger is depressed and you hear a faint buzzing inside the racer, simply remove the racer's top (as in step 6b) and look for the displaced gear. In most cases, the gear can be quickly snapped back into place. Reaffix the racer's top and resume racing.
4. If the RC Racer flies off the corners regularly, try the following:
 - a. Make sure the track and the corner connectors are fit snugly together. You will have control issues if one of the connectors is only partially connected.
 - b. Utilize the variable control function on the controller (ease up on the rigger) to slow the Racer down when traveling through a corner.
5. Warning: Do not expose glow-in-the-dark track to direct sunlight as this will adversely affect the tracks glow capabilities.
6. If none of the steps above resolve your issue, please call us a 1-800-336-7745 and we will gladly work with you to sort out your issue.

IMPORTANT:

New 2.4 GHZ cars and controllers are not compatible with the original infrared cars and controllers.

Customer Information

Skullduggery, Inc. • 5433 East La Palma Ave. • Anaheim, CA 92807
We guarantee the quality of all Skullduggery products. If this product does not perform properly, please contact us. In the USA call (800) 336-7745 M-F 8AM - 4PM Pacific time. International call (714) 777-6425. www.skullduggery.com • © 2019 Skullduggery, Inc. Tracer Racers® is a registered trademark of Skullduggery, Inc. Patent Pending.



Conforms to ASTM F963
Non-Toxic, Ages 6 & up



TRACER RACERS 6+

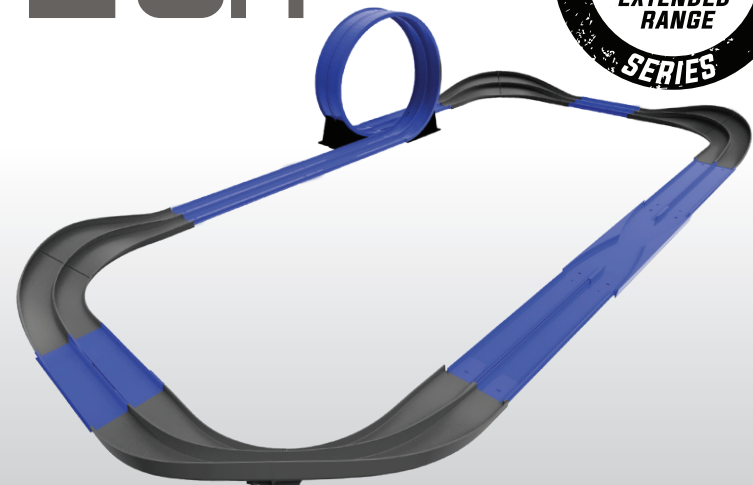
RADIO CONTROL

#099225

BLAZING LOOP SPEEDWAY

GLOW IN THE DARK RACE SET

25 FT



RADIO CONTROL DUAL LANE RACING

IMPORTANT: PLEASE RETAIN PACKAGING FOR FUTURE REFERENCE

CAUTION: To prevent entanglement, keep all hair away from the wheels.
DO NOT RECHARGE THE CAR IF IT FEELS HOT. ALLOW IT TO COOL BEFORE RECHARGING.
DO NOT ATTEMPT TO USE OR CHARGE THE CAR IF IT SHOWS SIGNS OF LEAKAGE OR CORROSION.

Warranty: Your purchase of Tracer Racers comes with a one-year limited warranty in the US and Canada. The warranty covers against manufacturing defects. It does not cover abuse, alteration, theft, loss, unreasonable use, or normal "wear and tear". Skullduggery will determine a defect at its sole discretion, will repair or replace the defective part or product with a comparable part. This does not affect your statutory rights.

IMPORTANT

GENERAL BATTERY INFORMATION

Read and follow operating instructions.

1. Do not mix old and new batteries.
2. Do not mix alkaline, standard (carbon-zinc), or rechargeable (Nickel-cadmium) batteries.
3. Only batteries of the same or equivalent type as recommended are to be used.
4. Batteries are to be inserted with the correct polarity.
5. Exhausted batteries are to be removed from the product.
6. The supply terminals are not to be short-circuited.
7. Non-rechargeable batteries are not to be recharged.
8. Rechargeable batteries are to be removed from the product before being charged (if removable)
9. Rechargeable batteries are only to be charged under adult supervision.
10. Dispose of batteries safely.
11. Do not dispose of this product in a fire. The batteries inside may explode or leak.
12. Batteries should be changed by adults only.

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:

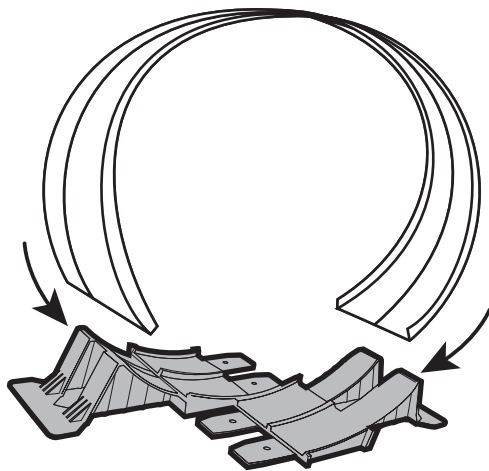
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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.

FCC Statement: 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 device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

LOOP ASSEMBLY



The loop track is the 27 inch piece of track without holes cut into the end.

Bend loop track into a circle. Place one end of the track onto curved part of loop connector. Push track until track is snugly fit onto loop connector. Take other end of loop track and repeat process on the other side of loop connector

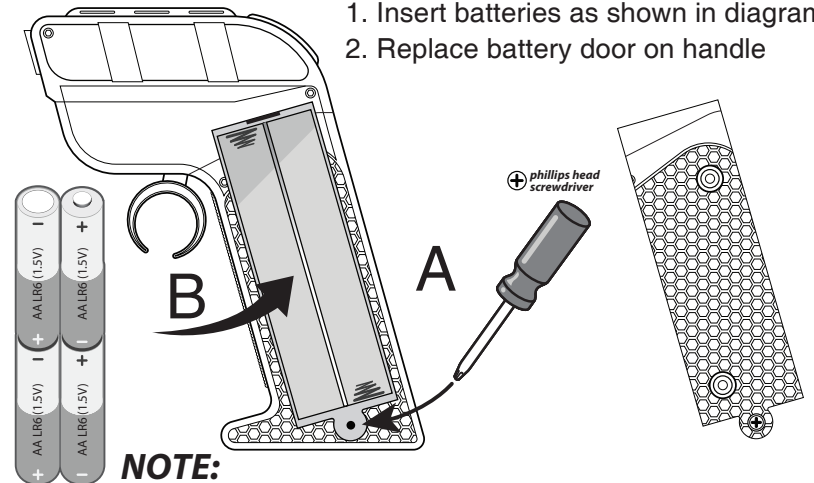
BATTERY INSTALLATION

STEP A

1. Unscrew battery door on handle
2. Remove battery door from handle

STEP B

1. Insert batteries as shown in diagram
2. Replace battery door on handle



NOTE:

Each controller requires 4 AA/LR6 (1.5V) batteries (not included)

BATTERY STORAGE

IMPORTANT: Charge race cars for 10 minutes at least once every 6 months for best results!



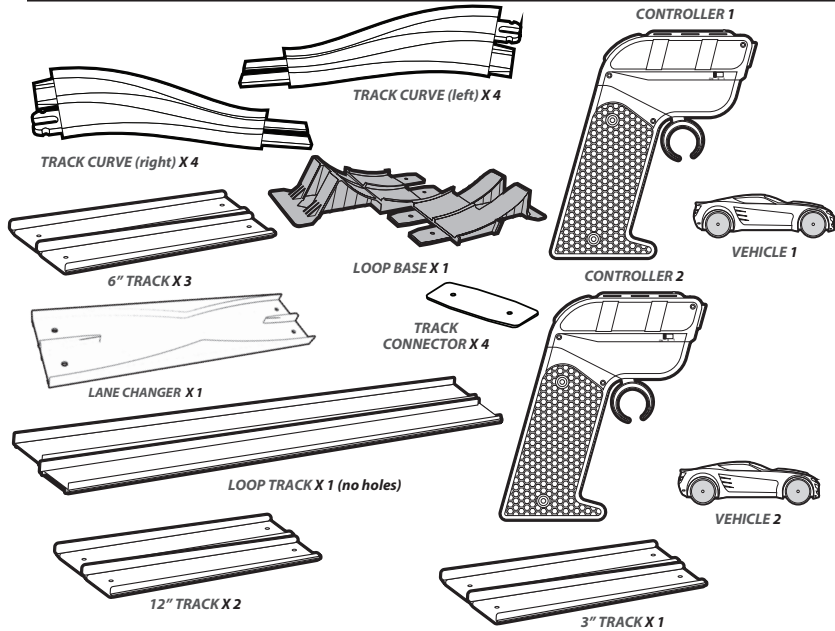
Make sure cars are charged and are switched OFF for storage.

Store race cars in cool dry area.

Please call (800) 336-7745 with any issues.

Purchase replacement batteries at www.sdtoyz.com/batteries

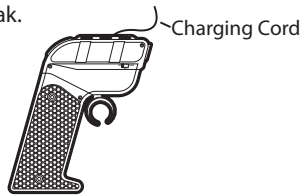
CONTENTS



CHARGING INSTRUCTIONS

Charging your RC Tracer Racers

1. Use plug inside controller. Turn car to OFF and controller to charge. Charge car for about 25 minutes. Red light inside front window of car will blink red while charging and turn solid red when fully charged.
2. When fully charged, remove the plug inside controller from the car. TIP: Always hold the plug when disconnecting. Never pull the cable to disconnect; this may cause the cable to break.



NOTES:

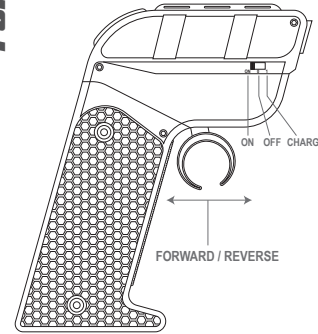
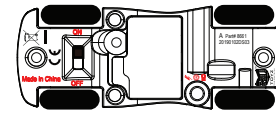
1. When storing your Tracer Racers RC make sure you turn the controller and the car to the off positions. This will help the batteries last longer.
2. You can purchase replacement batteries at (800) 336-7745 or at sdtoyz.com/batteries

IMPORTANT:

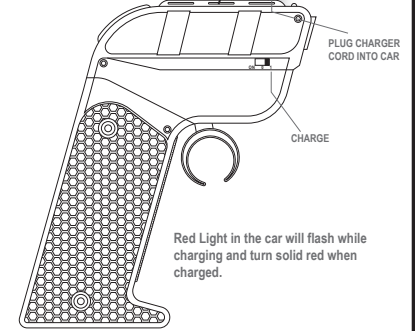
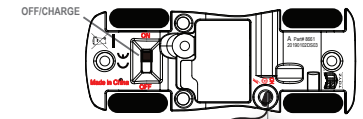
New 2.4 GHZ cars and controllers are not compatible with the original infrared cars and controllers.

BASIC OPERATION

FUNCTIONS

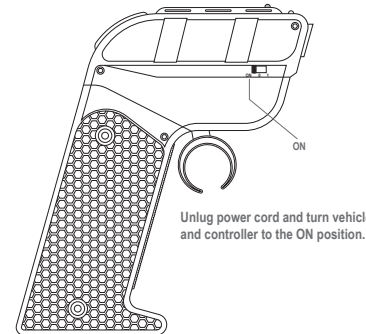
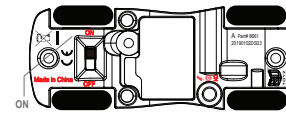


CHARGE



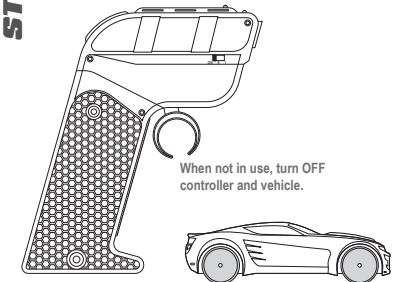
Red Light in the car will flash while charging and turn solid red when charged.

RACE

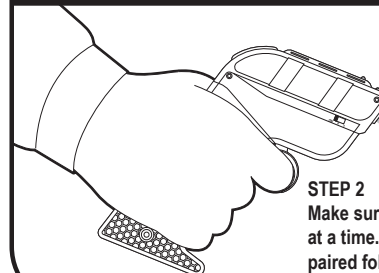


STORAGE

NOTE: Both the cars and the controllers have a built in sleep mode. If you leave either one on, but do not utilize for 15 minutes, the power will automatically turn off. To reactivate, simply turn car and/or controller off an then back on again. You are now ready to race again.



PAIRING CAR & CONTROLLER

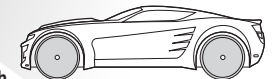


STEP 1

These cars are radio control and need to be paired. First turn car on and then turn the controller on, pull the trigger and the car should be paired with the controller.

STEP 2

Make sure you pair one car at a time. After the first car is paired follow step 1 to pair each additional car.



TRACK ASSEMBLY

! *NOTE: Build track set on a flat surface for best performance.*
(carpet, wood or tile flooring)

