

SINOVAN®

2.4GHz

▶▶▶ INSTRUCTION MANUAL

Importer: XXXXXX
Address: XXXXXX

Thank you for choosing our product! Please read this instruction manual carefully before using, as it contains all the informations you need to know about how to use this product correctly with fun.

Colors And Contents May Vary From Illustration.

**360°
DOUBLE
SIDED STUNT**

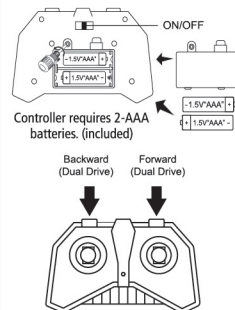
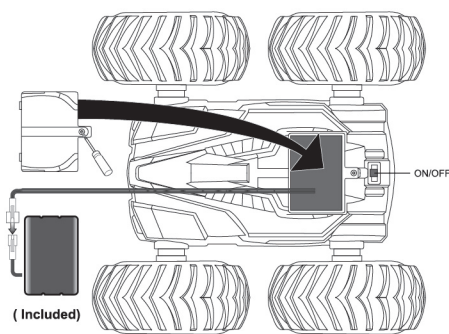
GUANGDONG SINOVAN CULTURE CO.,LTD.
Address: XINAN INDUSTRIAL AREA, CHENGHAI, SHANTOU, GUANGDONG, CHINA

This toy contains batteries that non-replaceable

NO.S8910A/B

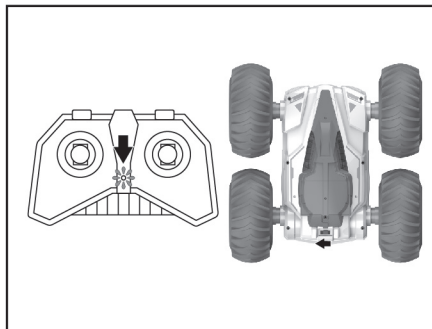
Contents

- RC Vehicle x1
- RC Transmitter x1
- Instruction Manual x1
- USB cable x1
- 7.4V Battery pack x1
- 1.5V AAA Battery x2



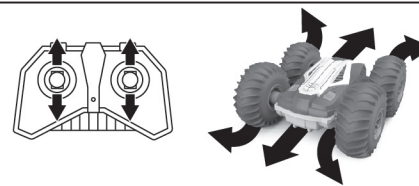
How to bind

1. Turn on the vehicle first, then turn on the transmitter.
2. When the light of the transmitter is flash, that mean it's matching.
3. If the light is on and not flash, that means they are matched.
4. If it doesn't complete the binding process within 8 seconds, please turn off both the vehicle and transmitter and re-start the binding process.
5. When the binding process is complete, whenever you switch the vehicle and transmitter on and off, it searches for the emorised code and will only lock onto the transmitter signal containing that code.
6. If you have more than two vehicles, please bind them one by one. When the second vehicle is binding, always keep the first vehicle and transmitter on.
7. Please turn off both the vehicle and transmitter and re-start the binding process if you are changing to another 2.4GHZ transmitter.

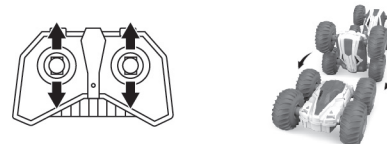


MADE IN CHINA

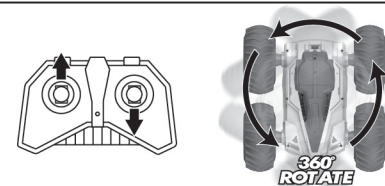
How to play



The stunt vehicle can move forward or backward with two or one wheel (single wheel drive) When the stunt car has a steering function)



The stunt car moves forward when two joysticks are pushed forward. At this point, when the joystick is pushed back, the stunt car will flip 180 degrees



When the stunt car is operated by two handles on the left and right, one side of the joystick is pushed forward, Push back on one side and the stunt car will rotate 360 ° in place.



Noted: When the power of battery is not enough, It will cause no rolling function. And please don't play on the smooth place, it may cause no the rolling function.



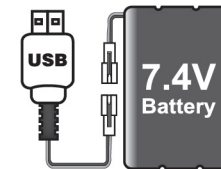
Computer USB power adapter Power bank

Charging time: 150 minutes (the light is green, that means charging now. The light is off, that means the battery is full).

Play time: 12-15 minutes

Remote control distance: 30m

Attention: Rechargeable batteries should be removed from toys before charging



(Included)

Controller

Dormancy function: The car enters in dormancy after about 5 minutes without any operation in the power-on state. In dormant state, the power indicator lights out. Press any key to wake up the dormancy function. The power indicator lights up.

CAUTIONS

When the car is in motion, do not touch the wheels by hand to avoid damages to the car.



BATTERY SAFETY

- (1) The placement or replacement of batteries is to be performed by an adult.
- (2) Remove the rechargeable battery from the chassis before charging.
- (3) Always remove exhausted batteries from the car and the transmitter.
- (4) Make sure the main switch is set to OFF before installing the battery pack into the car body.
- (5) Batteries must be inserted with the correct polarity.
- (6) Non-chargeable batteries shall not be recharged.
- (7) Do not short-circuit the batteries.
- (8) Always remove the batteries from the car and the transmitter after playing.
- (9) Never throw the batteries into fire to avoid explosion or leakage.
- (10) Do not mix batteries from different producers or new and old batteries.
- (11) You should only use batteries of the same or equivalent types as recommended.
- (12) Check the batteries on a regular basis to avoid leakage.
- (13) Keep this manual well for future reference as it contains important information about this product.

WARNING:
CHOKING HAZARD - small parts,
Not for children under 3 years.

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.

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:

- 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.

