



Flip it, Pound it, Launch it, Anywhere!

This device complies with Part 15 of 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 any interference that may cause undesired operation. 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.

AGES 8 AND UP

CAUTION: Not recommended for children under age 8. Read all instructions before operating. Avoid hitting people, pets, or furniture. Do not pick up moving vehicle. Keep hair, hands, and clothing away from vehicle when power switch is turned ON. Remove battery pack and transmitter battery when vehicle is stored. **AVOID TIRE CONTACT ON PAINTED OR VARNISHED SURFACES.** Outdoor play recommended.

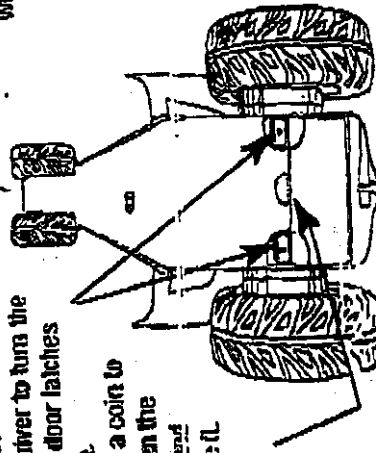
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BATTERY REQUIREMENTS/INSTALLATION FOR VEHICLE

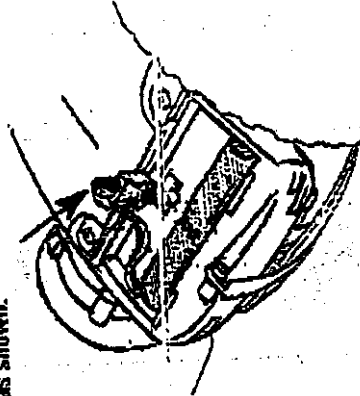
To operate your vehicle, you will need a 9.6 Volt Rechargeable NiMH or NiCd Battery Pack (sold separately). For longer run time use NiMH Battery. Follow manufacturer's charging instructions on the rechargeable battery pack. PLEASE NOTE: The battery pack will become hot during use, so care should be taken whenever you handle it.

1. (A) Use a coin or screwdriver to turn the battery door latches to open.

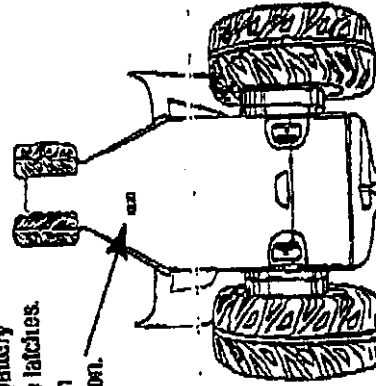
(B) Use a coin to pry open the cover and remove it.



2. Insert battery and connect battery wire plug as shown.



3. Replace battery cover. Close latches. Move switch to ON position.



TRANSMITTER BATTERY INSTALLATION

To operate your transmitter you will need a 9 Volt Alkaline Battery (sold separately). Remove battery cover as shown and install a new 9 Volt Alkaline Battery. Replace cover. Press either pad and the red LED light will come on.

This unit will operate with the battery in either position. However, to avoid the risk of fire, do not use a battery that is not a 9 Volt Alkaline.

TRANSMITTER CONTROLS

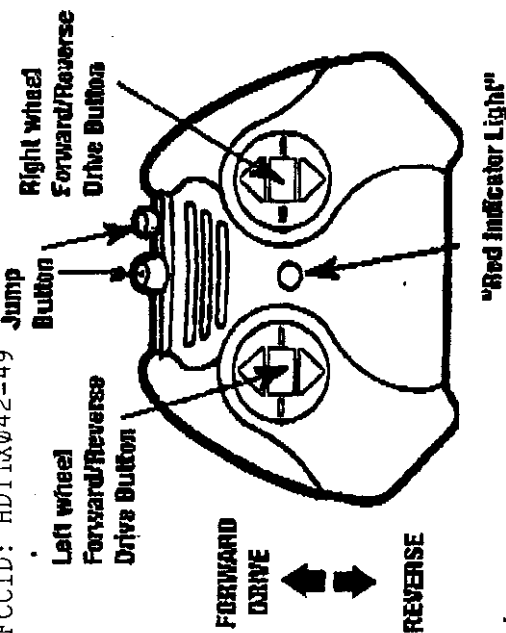
Press both buttons and vehicle will move in the direction indicated by the arrows. Press top jump button when the vehicle is going forward.

Japan

To: MORRIS LAM
From: DAVID S. S. S.

84

FILED: HDI 1X042-49



"Red Indicator Light"

6. **Avoid** water or damp locations which may damage the vehicle's electronics. If your vehicle **ACCIDENTALLY** gets wet and stops running, let it dry overnight before trying to run it again.
7. **Avoid** operating around CB radios, baby monitors, cordless phones, electrical appliances, electric baseboard heaters, high voltage electrical wires and large, steel-reinforced concrete buildings all of which may cause interference.
8. **Avoid** running your vehicle and another vehicle on the same frequency. If you want to race another vehicle, use a 27 MHz SKYDRIVER™ vehicle against a 49 MHz SKYDRIVER™ vehicle.

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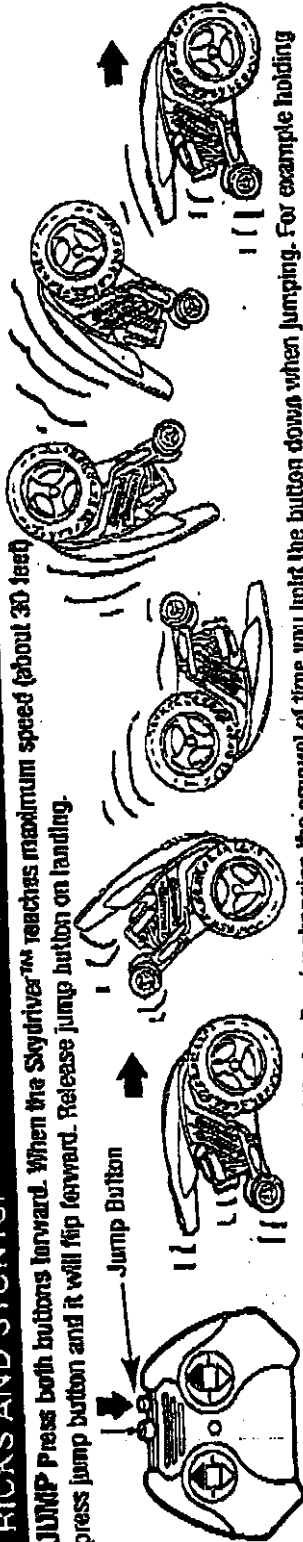
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FOR BEST PERFORMANCE FOLLOW THESE SIMPLE RULES:

1. The faster Skydriver™ goes, the higher and further it will jump.
2. Always start with a fresh battery. Make sure you use a vehicle switch under vehicle is turned ON.
3. For best jumping, choose a downward grade with improve speed.

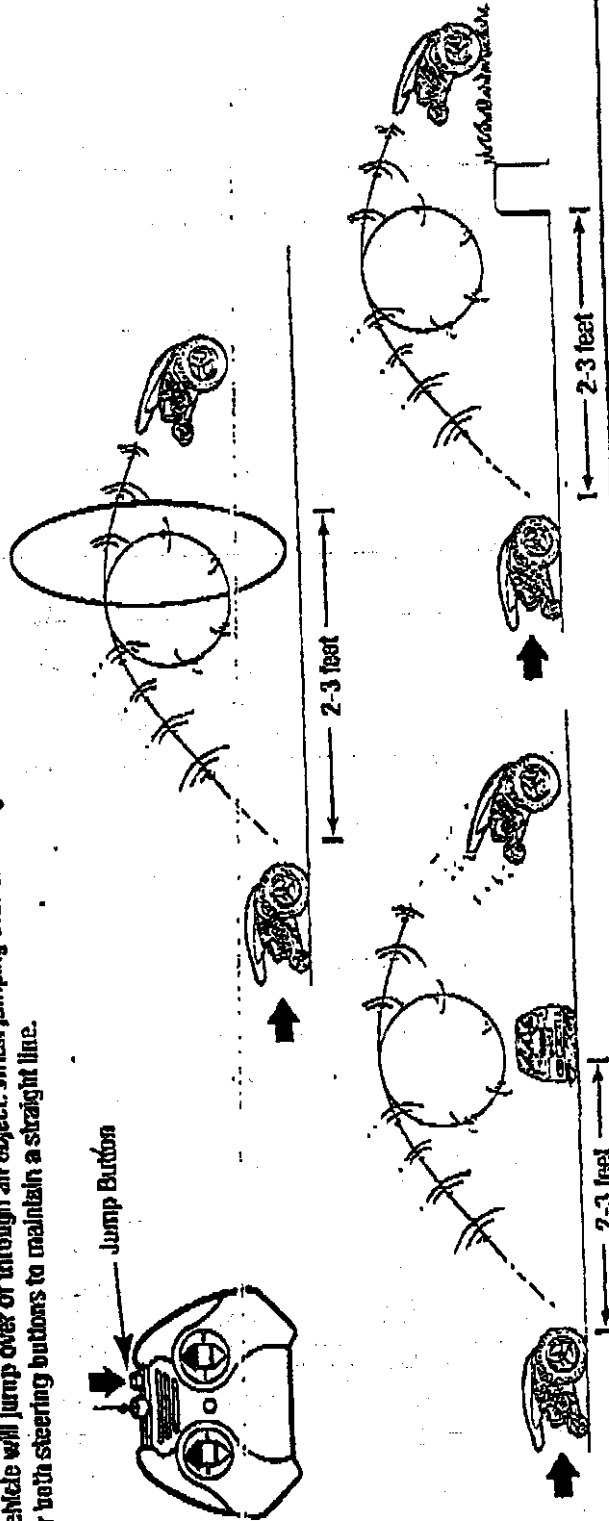
TRICKS AND STUNTS:

JUMP Press both buttons forward. When the Skydriver™ reaches maximum speed (about 30 feet) press jump button and it will flip forward. Release jump button on landing.



Tip: Vary the number of flips in the air, and the landing by changing the amount of time you hold the button down when jumping. For example holding the button down longer results in more flipping action.

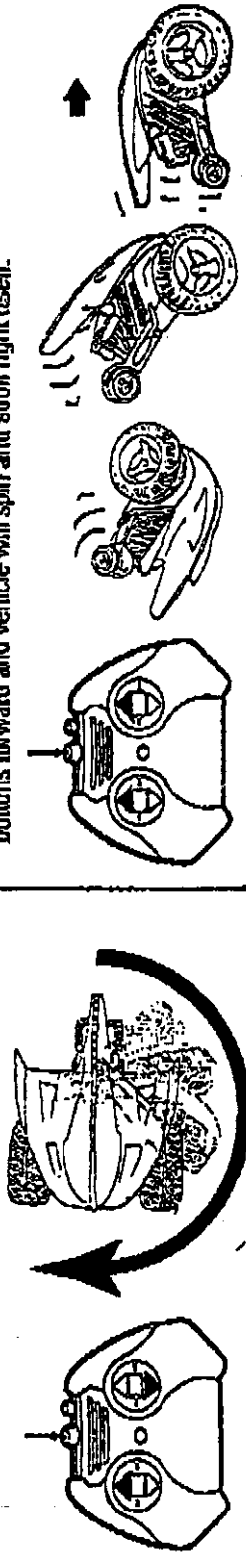
JUMPING OVER OR THROUGH OBSTACLES Accelerate vehicle to full speed (about 30 feet). Press jump button about 2 or 3 feet from object. Vehicle will jump over or through an object. When jumping over or through an object going in a straight line is important. You may need to tap either or both steering buttons to maintain a straight line.



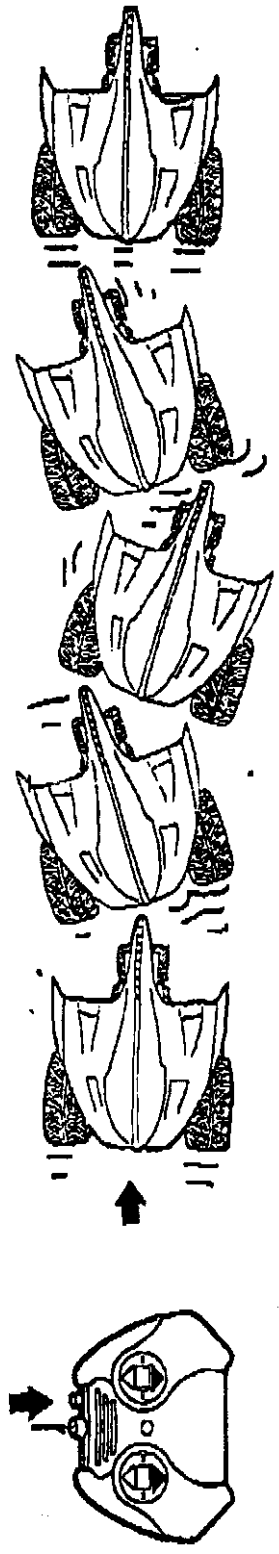
SPIN Press one button forward and the other button in reverse. **ROCKIN' RECOVERY** If the vehicle is on its side or back - press both

or in press one button forward and the other button in reverse.

HUCKIN' RECOVERY If the vehicle is on its side or back - press both buttons forward and vehicle will spin and soon right itself.



REVERSE "Walk" the vehicle backwards by lapping jump button quickly or press one button at a time in reverse.



GUIDE FOR TROUBLESHOOTING - Check the points below if you are experiencing difficulty. Sometimes an apparent malfunction is the result of a simple cause and effect as shown below.

SYMPTOM	PROBABLE CAUSE	CORRECTION
Vehicle runs slowly or will not run. Vehicle does not jump or jumps poorly.	• Make Vehicle switch not ON • Weak or uncharged 9.6 volt vehicle battery. • Weak 9 volt controller battery. • Using wrong transmitter.	• Check vehicle switch, must be on. • Change battery or replace. • Replace with fresh alkaline battery. • Use correct transmitter. • Press forward drive control and jump button at same time.
Red light on controller doesn't light when either pad is pressed.	• Controller battery weak or not connected.	• Check connections and replace battery if required.
Erratic or short range operation.	• Radio interference likely.	• Change location (see point 7, PROPER OPERATION SECTION) range possible.
Short vehicle battery life.	• Battery not fully charged	• Fully charge battery using manufacturers instructions. NiCd batteries subsequent charges should last longer than the initial charge.
Vehicle doesn't work after going through water or snow.	• Water in the electronics area.	• Vehicle will take several hours to dry. Allow to dry overnight before trying again.
Vehicle shuts off when spinning.	• Automatic motor protection circuit activated.	• Vehicle will reset and resume normal function after releasing controls for several seconds.