

NOTE: If you see water squirting out of the Rocket Nozzle on the back of the vehicle, move the Valve Set Lever back to the horizontal position again.

7) Pump the Air pump about 20 to 25 times. You will feel that the handle becomes difficult to move. This is normal. Do not try to pump more than 25 times as the internal Pressure Relief valve will bleed off any additional pressure.

8) Remove the Air Pump by unscrewing the Air Pump Valve Seat counter-clockwise. You're ready to roll!

"Firing" the Rocket Motor for maximum speed

The Rocket Motor can be fired at any time the vehicle is being powered FORWARD and the tank is fully pressurized with Water and Air. Lift up the Rocket Blast Button Shield exposing the orange Rocket Blast Button, move the Forward/ Reverse Button to the forward position, and press the orange Rocket Blast Button AT THE SAME TIME. (Fig 17) You only need to press the button. You can release it once the Rocket motor starts to blast.

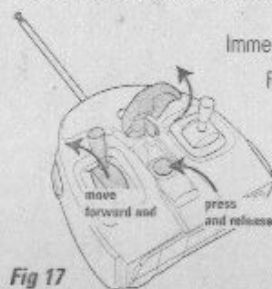


Fig 17

Immediately a blast of water will be ejected from the Rocket motor and the car will move forward at great speed. Try to keep the vehicle moving forward and control the direction with the Left/Right Lever. You'll see the speed is quite high so you'll need all your skills to control it. Stay alert!

After the motor is exhausted, the vehicle can still be driven as normal but the "Jet" noise will slow down and stop.

Recharging the Rocket Motor

Simply drive the vehicle back to your location and repeat the steps in "Loading the Rocket motor".

Going out of range

If your Jet Scream vehicle goes out of effective range of the Transmitter, the car will automatically go into a right turn and shut the electric motor off. You will not have control of the vehicle until you get back into range.

It's best to start your rocket motor from the far edge of the range and make it go past you. (Fig 18) This will allow you the maximum distance to control your vehicle in a straight line before it goes out of range.

NOTE: Radio range will vary depending on where you run your vehicle. If you are in an area of high radio "Noise" (such as a power transformer, overhead electric lines, or large metal structures), your range may be greatly reduced.

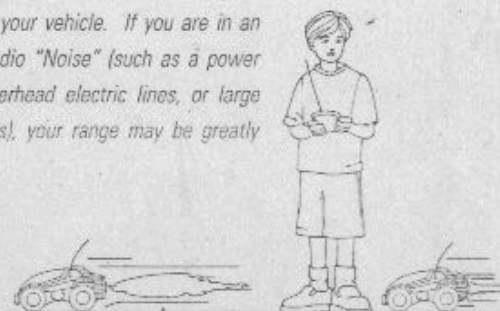


Fig 18

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 needed.
- ☐ Consult the dealer or an experienced radio/TV technician for help.

BATTERY WARNINGS:

- * Do not dispose of batteries in fire, batteries may explode or leak.
- * Do not mix old and new batteries.
- * Do not mix alkaline standard, (carbon zinc) or rechargeable. (nickel- cadmium) batteries.
- * One 9.6 volt Rechargeable battery is required to operate the toy.
- * Batteries should be replaced by adults because of small parts.
- * Non- rechargeable batteries are not to be recharged. Only batteries of the same or equivalent type as recommended are to be used. Exhausted batteries are to be removed from the toy.
- * The supply terminals are not to be short- circuited.

CHARGER CAUTIONS:

IMPORTANT: Only an adult should connect the charger to the wall socket.

- * The toy is not intended for children under the ages of 3 years old.
- * The charger is not a toy.
- * The charger is to be regularly examined for damage to the cord, plug, enclosure, and other parts, and that, in the event of such damage, the toy must not be used until the damage is repaired.
- * Do not reverse the polarity and excessive power input of the charger or damage will occur to the circuits.
- * Toys liable to be cleaned with liquid are to be disconnected from the charger before cleaning.
- * The toy is indoor play only.