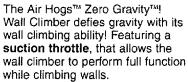
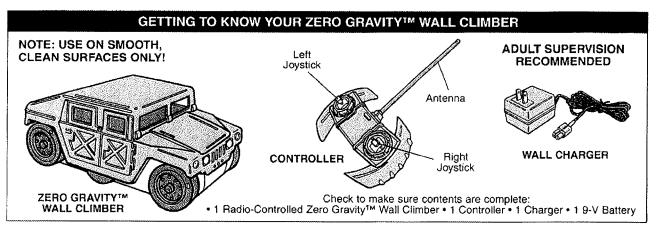


FOR INDOOR USE ONLY



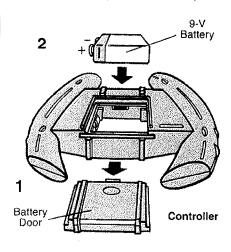


INSTRUCTIONS

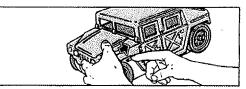
CAUTION - ELECTRICALLY OPERATED PRODUCT: Not recommended for children under 8 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock.

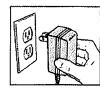
BATTERY INSTALLATION

- 1. Slide the battery door out of the Controller as shown.
- 2. Install a 9-V battery (not included) in the battery compartment as shown. Make sure to follow the correct positive (+) and negative (-) polarities with the corresponding markings inside the battery compartment.
- 3. Slide the battery door back into place.



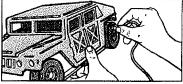
CHARGING YOUR ZERO GRAVITY™ WALL CLIMBER

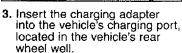


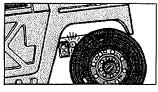


Make sure the vehicle ON/OFF switch is in the "OFF" position. The RC Zero Gravity™ Wall Climber can only be charged when the vehicle is in the "OFF" position.

2. Insert the wall charger into a wall outlet.







- 4. The vehicles charging light will turn on, indicating that the vehicle is charging.
- Charge your RC Wall Climber for 4 to 5 hours for optimum full performance on the initial charge and 4 hours all other charges.
- The operating time after each 4 hour charge is 10-20 minutes. Shorter charging times result in shorter run periods.

IMPORTANT CHARGING INFORMATION:

• Do not charge your vehicle for over 12 hours, as this will result in damage to the batteries.

Your Zero Gravity™ Wall Climber has a pre-installed rechargeable battery inside the vehicle body.

The Wall Climber packaging box and insert can be cut out to use as a ramp to get over wall trim.

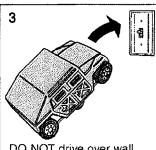
WHILE DRIVING YOUR ZERO GRAVITY™ WALL CLIMBER, MAKE SURE TO OBEY THESE RULES

NOTE: ONLY USE ON SMOOTH, CLEAN SURFACES AND CLEAN THE TIRES WITH A DAMP RAG BEFORE EACH USE. DO NOT RUN ON DAMP SURFACES,

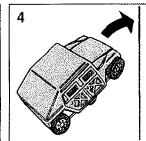


Stand at least 6 feet from the wall.

Only drive on empty walls, (no hanging pictures or other obstacles) and avoid driving on walls that have something underneath them.



DO NOT drive over wall sockets, light switches or other obstructions.



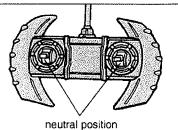
Do not drive close to or off the edge of the wall.

NOTE: DO NOT DRIVE HIGHER THAN 6 FEET FROM THE GROUND.

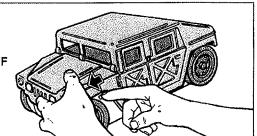
GETTING STARTED

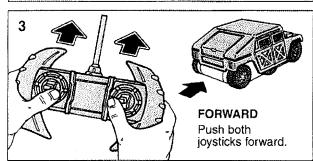
1 Before start

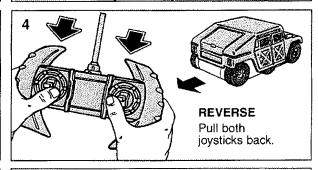
Before starting, make sure that the joysticks are both set to neutral or middle position.

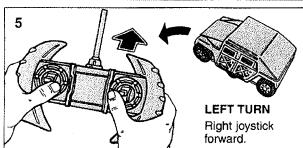


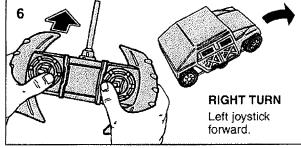
Turn the ON/OFF switch on the vehicle "ON".



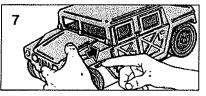








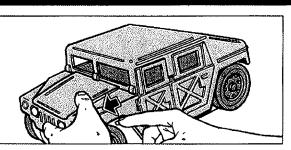
Be sure to turn the ON/OFF switch on (7) the vehicle to the "OFF" position when finished playing with the vehicle.



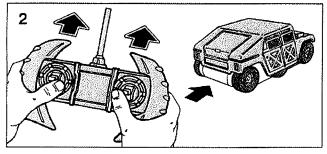
NOTE: DO NOT LEAVE CONTROLLER ON THE GROUND WITH JOYSTICKS FACING DOWN. THIS CAN CAUSE FALSE STARTS.

CLIMBING WALLS

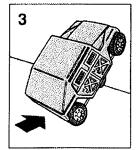
1 Turn the ON/OFF switch on the Vehicle to "ON".



Drive vehicle towards wall with the joysticks in the forward position.

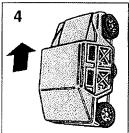


Fans will automatically engage oncé the vehicle reaches a 45° incline on the wall.



Once wall Climber is parallel to the wall, it will start to climb.

Use the controller to drive the vehicle full function on the wall.

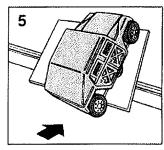


If your wall has baseboard trim at the

If your wall has baseboard trim at the bottom of the wall, the vehicle may not be able to make the transition.

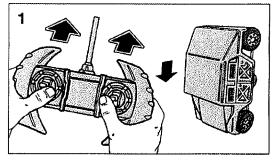
Use the cut out ramp on the insert of the package to bridge the gap as shown.

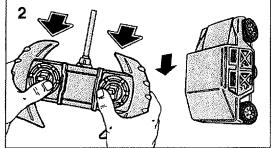
IMPORTANT: Place your ramp as tight to the wall as possible. Your ramp should be close to 90° from the floor and tight against the wall.



CLIMBING OFF WALLS

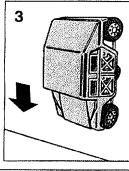
- Drive vehicle forwards or
- Backwards towards floor.



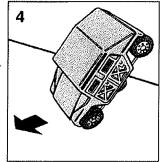


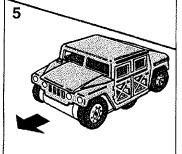
Make sure vehicle is pointed straight down when climbing off wall. NOTE:

The vehicle can exit forwards and backwards.



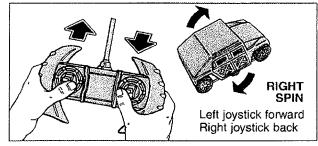
Fans will stop once vehicle angle to the floor is less than 45°.



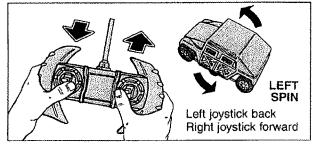


SPINS

By pushing the joystick on the Controller, you can make your Wall Climber spin around on the spot.



Push the LEFT joystick forward and the RIGHT joystick backward to make the vehicle spin clockwise.



Push the LEFT joystick backward and the RIGHT joystick forward to make the vehicle spin counter clockwise.

NOTE: On the wall the vehicle may spin toward the ground.

TROUBLE SHOOTING	
PROBLEM	SOLUTION
Vehicle will not start.	Power switch is off. Turn on. 2. Controller battery is installed with incorrect polarity. Check the (+) and (-) markings to make sure the battery is properly aligned. 3. Batteries are drained. Charge batteries and/or install new batteries.
Vehicle does not climb.	Over current protection is engaged. Turn vehicle off for 30 seconds then restart.
Vehicle does not drive straight.	Make sure that the toggle switch on front of vehicle is in the correct position. 2. Make sure surface is clean of dirt/dust. 3. Make sure surface is neither too rough or too smooth.
Vehicle slips climbing the walls.	Clean the tires with a damp rag. 2. Fold up the fabric skirts for a better seal prior to use.
Even with ramp, vehicle can't transition over trim.	Make sure the ramp is fitted tight to the wall. Try using hard cardboard from around the house if insert is damaged.
Vehicle falls off the wall.	1. Make sure to discharge and then charge again for 4 hours. 2. Clean tires and make sure your wall and floor are also clean. 3. Check the fabric skirts for damage. If they have been pulled loose, tape them back on with flexible tape.
Vehicle will not climb walls.	1. Suction jammed. CALL 1-800-622-8339.

FCC REQUIREMENTS

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.

IMPORTANT BATTERY IMPORMATION

- Battery installation should be performed by an adult.
 Be careful to install batteries with the correct polarity as indicated.
- . Do not mix new and old batteries.
- Do not mix alkaline, standard, rechargeable or different types of batteries.
- · Different types of batteries or new and used batteries are not to be mixed.
- · Exhausted batteries are not to be removed from the toy.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.

- The supply terminals are not to be short-circuited.
- · Do not dispose of batteries in fire. Battery may explode or leak.
- Power rating: Input AC120V, 60Hz, 8W. Output DC7, .5V, 400mA.
- The provided charger is not a toy. Adult use only.
 Charge your RC Wall Climber only with the provided charger.
- . Do not attempt to short circuit the charging port and charging adapter.
 • Your RC Wall Climber should be charged every 6 months of
- prolonged storage condition.
 Never recharge a fully charged battery. Always discharge the battery before charging.
 Please retain this information for future reference.

Spin Master Ltd., 450 Front Street West, Toronto, ON M5V 1B6 Canada Spin Master, Inc., PMB #10053, 300 International Drive, Suite 100, Williamsville, NY 14221, USA Spin Master Toys Far East Limited, Rm #1113, 11/F, Chinachem Golden Plaza, 77 Mody Rd., Tsimshatsui E., Kowloon, HK Spin Master France SAS, 36 rue de Silly, 92100 Boulogne, France

North American Consumer Information Phone: 1-800-622-8339 www.spinmaster.com

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EN71 Regulatory Requirements. Products and cofors may vary. Please retain this information for future reference.

MADE IN CHINA.

Asst. #14125. Item #14126, #14127. REV 0 U.S. English

Contains NIMH battery pack. Battery pack must be recycled or disposed of properly.



