

HELPFUL HINTS AND CARE :

- When the transmitter's range decreases, replace the 9v battery.
- When the car moves slowly, or does not move at all, replace the 9.6v battery pack.
- Running the car for long periods generate high heat levels. Heat causes wear and tear on motors. Let it cool at least 10 minutes before installing a newly charged battery pack.
- If you do not plan to use the toy for a long time, remove the batteries from the transmitter and car.
- Never drive the car on a wet floor, on sand, or in mud, rain, or snow. These can damage it.
- If someone uses a CB nearby, it might interfere with control of the car. If this happens, move the car and transmitter away from the CB.
- You cannot operate your car near devices with transmitters that use the same frequency, (27MHz or 49MHz). Check the package to see which frequency your truck uses.

Modifying or tampering with the car or the transmitter's internal components can cause a malfunction and void your FCC authorization to operate them.

THE FCC WANTS YOU TO KNOW :

Your car or transmitter might cause TV or radio interference even when it is operating properly. To determine whether your car or transmitter is causing the interference, turn off your car and release the transmitter's control levers. If the interference goes away, your car or transmitter is the cause.

Try to eliminate the interference by :

- Moving your car and transmitter away from the TV or radio.

If you cannot eliminate the interference, the FCC requires that you stop using your car.

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.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user authority to operate the equipment.

INSTRUCTION MANUAL RC CATAPULT

CAUTION- ELECTRIC 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.

ATTENTION PARENTS :
IT IS RECOMMENDED THAT THIS TOY AND ALL ACCESSORIES BE PERIODICALLY EXAMINED FOR POTENTIAL HAZARDS AND THAT ANY POTENTIALLY HAZARDOUS PARTS BE REPAIRED OR REPLACED.

Feature/Function : Full function radio control stunt car which performs spin and jump action. It has light up wheels when the car is in motion. The LED lights are powered by built-in generator.

Age : For ages 8 and up

Batteries Required : 9.6v battery pack for car
9v battery for transmitter
(Batteries and charger included)

BATTERY CARE/CAUTION :

- Use only fresh battery and battery pack of the required size and type.
- Do not mix old and new batteries. Do not mix alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) or Ni-MH batteries.
- Never leave dead or weak batteries in the car.
- Dispose of old batteries promptly and properly; do not bury or burn them.
- Do not charge non-rechargeable batteries.
- Insert batteries with the correct polarity.
- Do not short the supply terminals.
- Remove rechargeable batteries from the toy before being charged

REPLACEMENT INSTRUCTIONS :

Danger of explosion if battery is incorrectly replaced. Replace only with the same or equivalent type recommended by the manufacturer. Discard used batteries according to the manufacturer's instructions.

Keep the package and owner's manual since it contains important information.

BATTERY INSTALLATION:

TRANSMITTER

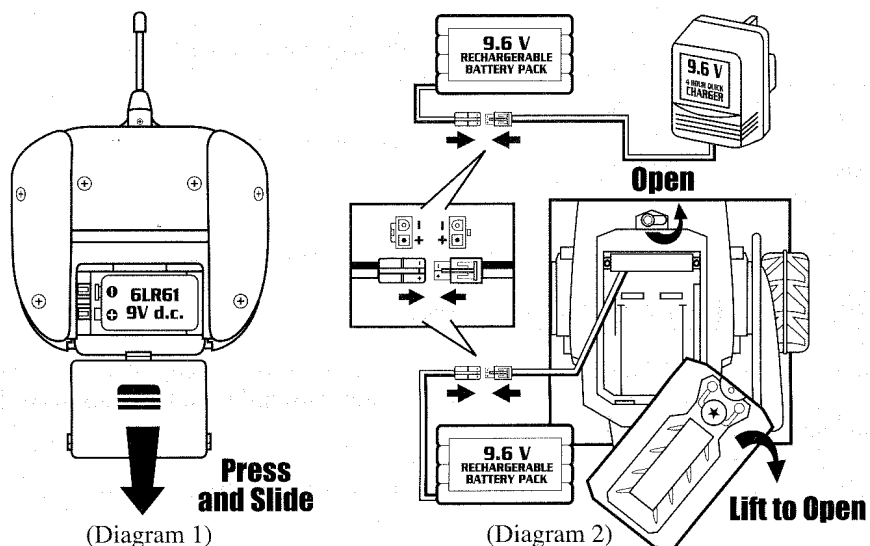
1. Put the ON/OFF switch on the transmitter to OFF.
2. Press and slide to open the battery compartment cover by following the direction of arrow shown. (See diagram 1)
3. Place a 9v battery in the compartment according to the polarity symbols (+ and -) marked inside.
4. Replace the cover and snap it shut.

VEHICLE

Note: You must charge the battery pack with a battery charger before you can use it to power the Catapult. Charger must be operated by adult only.

1. Slide ON/OFF switch on the side of car to OFF.
2. Turn the latch and then lift to open the battery compartment.
3. Attach the battery pack's white plastic connector to the car's matching connector. (See diagram 2)
4. Replace the cover and turn the latch to secure it.

Note: To remove the battery pack from the car, you must grasp both white connectors. Press and hold down the latch on the car's connector, then pull the connectors apart to disconnect them.



OPERATING THE CATAPULT :

1. Slide the ON/OFF switch of transmitter to ON.
2. Slide the ON/OFF switch on the side of car to ON.
3. Use the transmitter's control levers as follows:

- **Forward** - Push both levers forward
- **Backward** - Pull both levers back
- **Stop** - Release both levers
- **Spin right** - Push the left lever forward and pull the right lever back simultaneously
- **Spin left** - Push the right lever forward and pull the left lever back simultaneously
- **Jump** - Push both levers forward and press the stunt button
- **Extended control** - With practice and acquired skill, your Catapult may perform
 - Steering** - push one lever forward while releasing the other.
 - Sharp turns** - push both levers forward, release and push quickly on one lever

Caution: If the car gets stuck under an object, immediately release the control levers on the transmitter, then retrieve the car.

The wheels will light up when the car is in motion. The LED lights are powered by built-in generators in each wheel.

4. When you finish playing, slide the ON/OFF switches of transmitter and car to OFF.

