

RACE

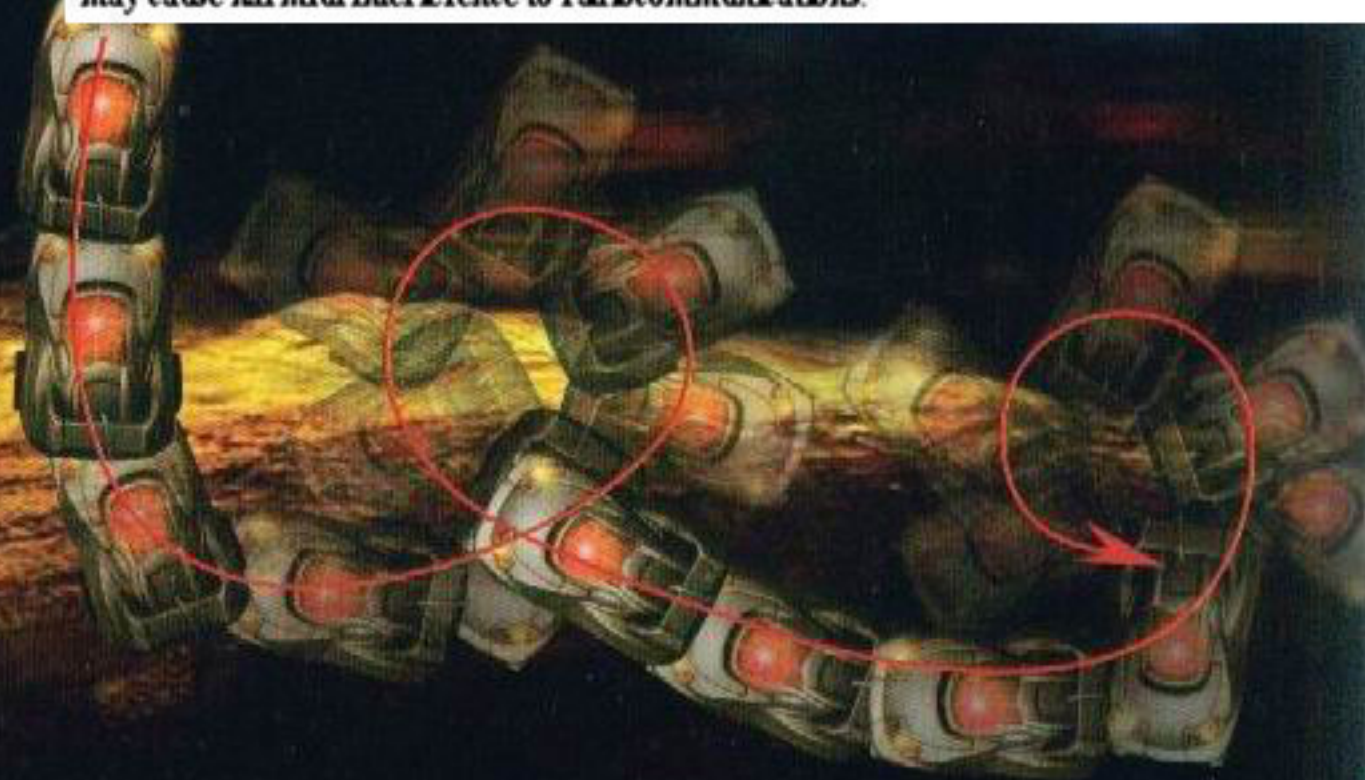
SUPER POWER
Program Car

FCC WARNING:

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.

Notes: This equipment has been tested and found to comply with the limits, 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, or modified not expressed approved by the party responsible for compliance, may cause harmful interference to radio communications.

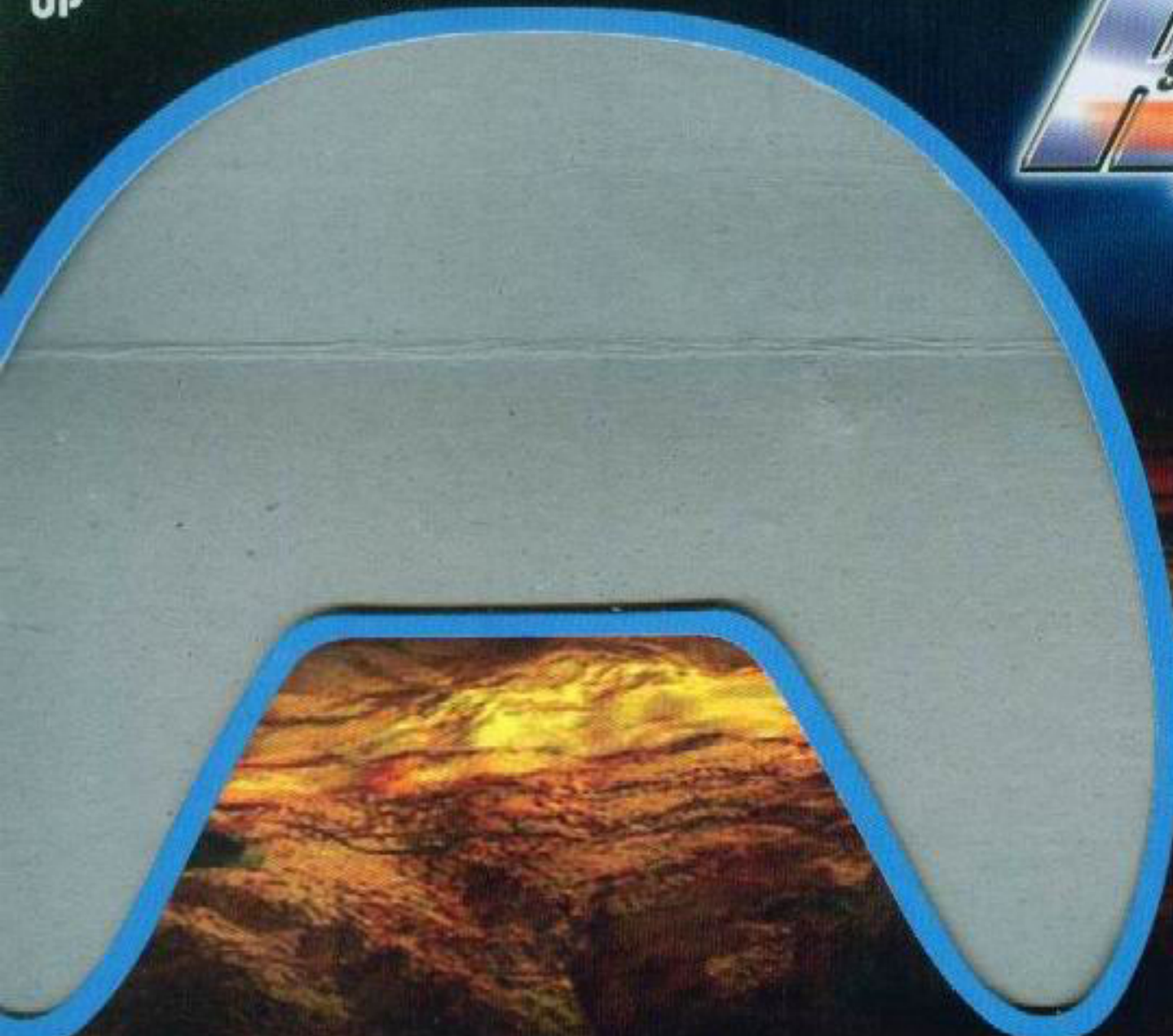
FORWARD & BACK OFF
TURN LEFT & RIGHT
PROGRAM STUNT ACTIONS
REPEAT THE SAME FUNCTION
FOR 30 TIMES



AND UP
SPECIFICATIONS COLOURS AND CONTENTS
MAY VARY FROM ILLUSTRATIONS

RACE

SUPER POWER
Program Car Series



OPERATION MANUAL

R/C Programme Car Series

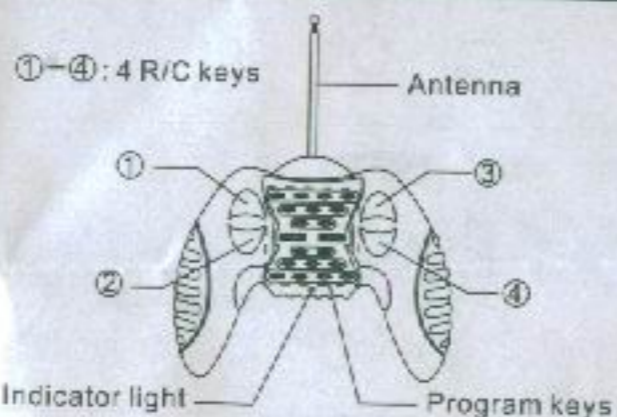
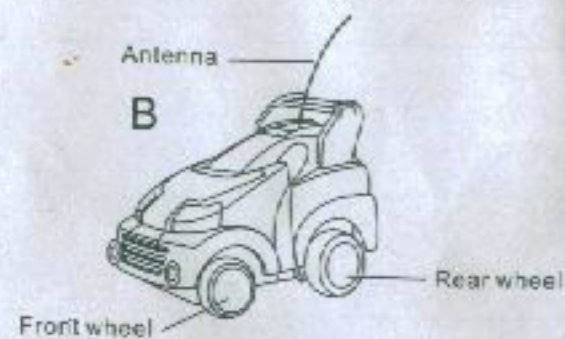
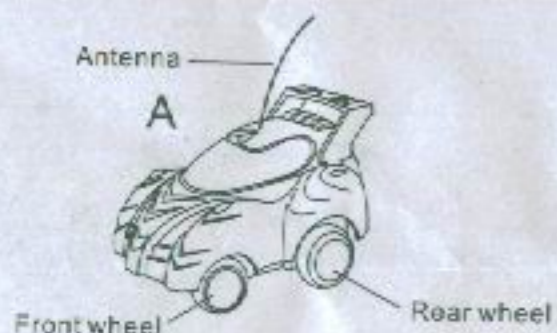
Model No.: 8857

- Not suitable for children under 3.
- Read through this manual before use.
- Use under adult's guidance.

SAFETY CAUTIONS

1. Never give this toy to children under 3.
2. Do not try to catch the car by hand while it is in action.
3. Do not allow children to disassemble the transmitter or the car by themselves.
4. If the car is broken during use, it should be checked or repaired by adults.
5. Don't mix new and old or different type of batteries.
6. Remove the batteries from the car and controller when not using for a long time.

GLOSSARY OF MAIN PARTS



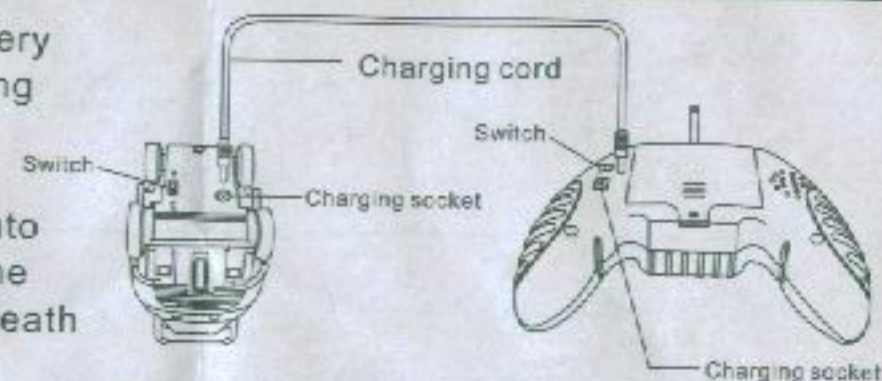
INSTALLING THE CONTROLLER BATTERIES

1. The controller's batteries requires: 3 "AA" alkaline batteries.
2. Be sure the switch is on the OFF position, then open the battery cover from the back of the controller with a screwdriver.
3. Install 3 "AA" alkaline batteries as shown, ensure that the positive (+) and negative (-) battery ends are aligned with the "+" and "-" marked inside the battery compartment.
4. Close the battery cover and tight up the screw.



CHARGING METHOD

1. Open the controller's battery cover, take out the charging cord, installing batteries, close the battery cover.
2. Insert the charging cord into the charging socket and the charging socket of underneath the car.
3. After about 4 minutes, the charging is completed.



INTRODUCING PROGRAM KEYS

- | | | | |
|--|--|-------------|---|
| | Levorotation | | Rotate 90° continuously for 3 times. |
| | Go forward. | | Perk up forward and down. |
| | Back off. | | Shaking. |
| | Dextrorotation | | Go forward then backward. |
| | Go leftward. | | Swing 60° for 4 times. |
| | Speedup. | | Go forward as zz for 4 times. |
| | Go rightward. | | Hold still with 3 hoots. |
| | Turn left backward. | | Back off as a spring (Back off then rotate 720°). |
| | Turn right forward. | Demo | Demonstrating full function. |
| | Perk up forward and down, then back off. | Go | Performing. |

Note:

1. Turn on the switch, press all of the keys to program full function.
2. Press any one of the keys and "GO", the car will perform a function.
3. Press "Demo", the car will demonstrate full function.

OPERATIONS METHOD

1. Fully extend the antenna on the controller.
2. Turn on the switch of the car and controller.
3. Use the controller to control the car to perform various stunts.

1. Make sure the power switch underneath the car was turned off after playing. Otherwise the power of the batteries in the car may be soon consumed.
 2. Before charging again, please completely discharge the power of batteries.

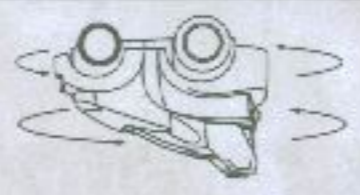
Notes:



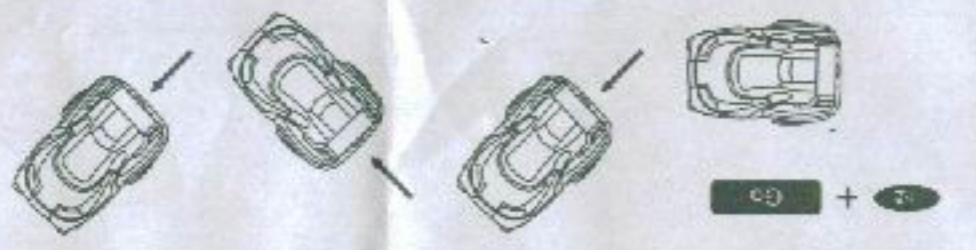
II + Go



II + Go



III + Go



IV + Go

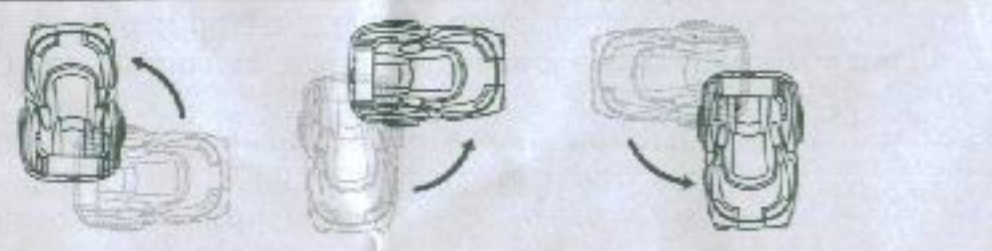


IV + Go

V + Go



V + Go



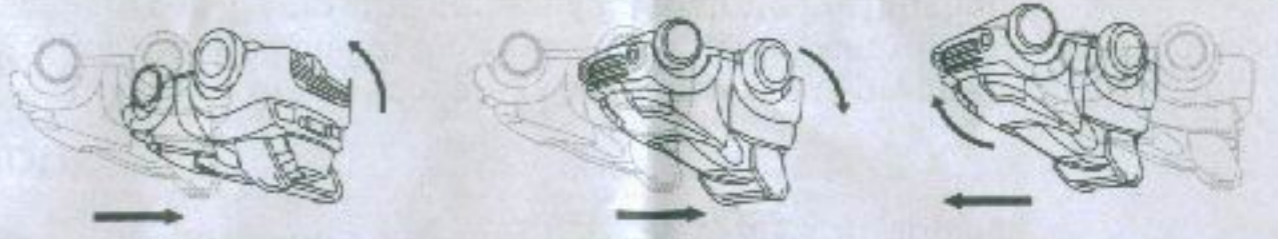
VI + Go



VI + Go



Go +



Go +



Go +



Go +



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