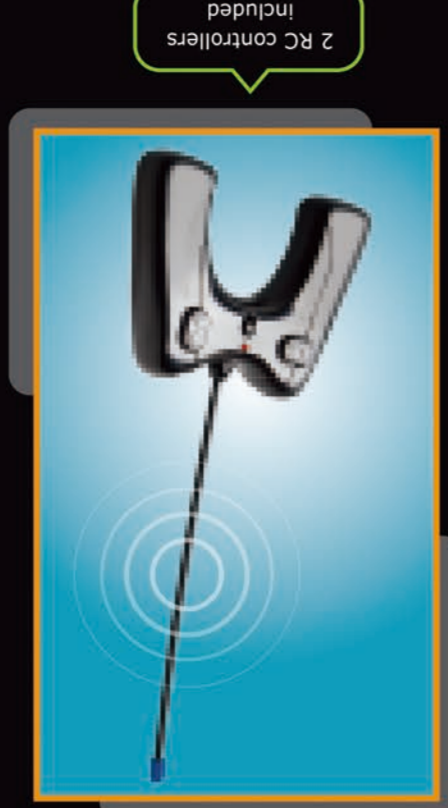


2 VEHICLES INCLUDED

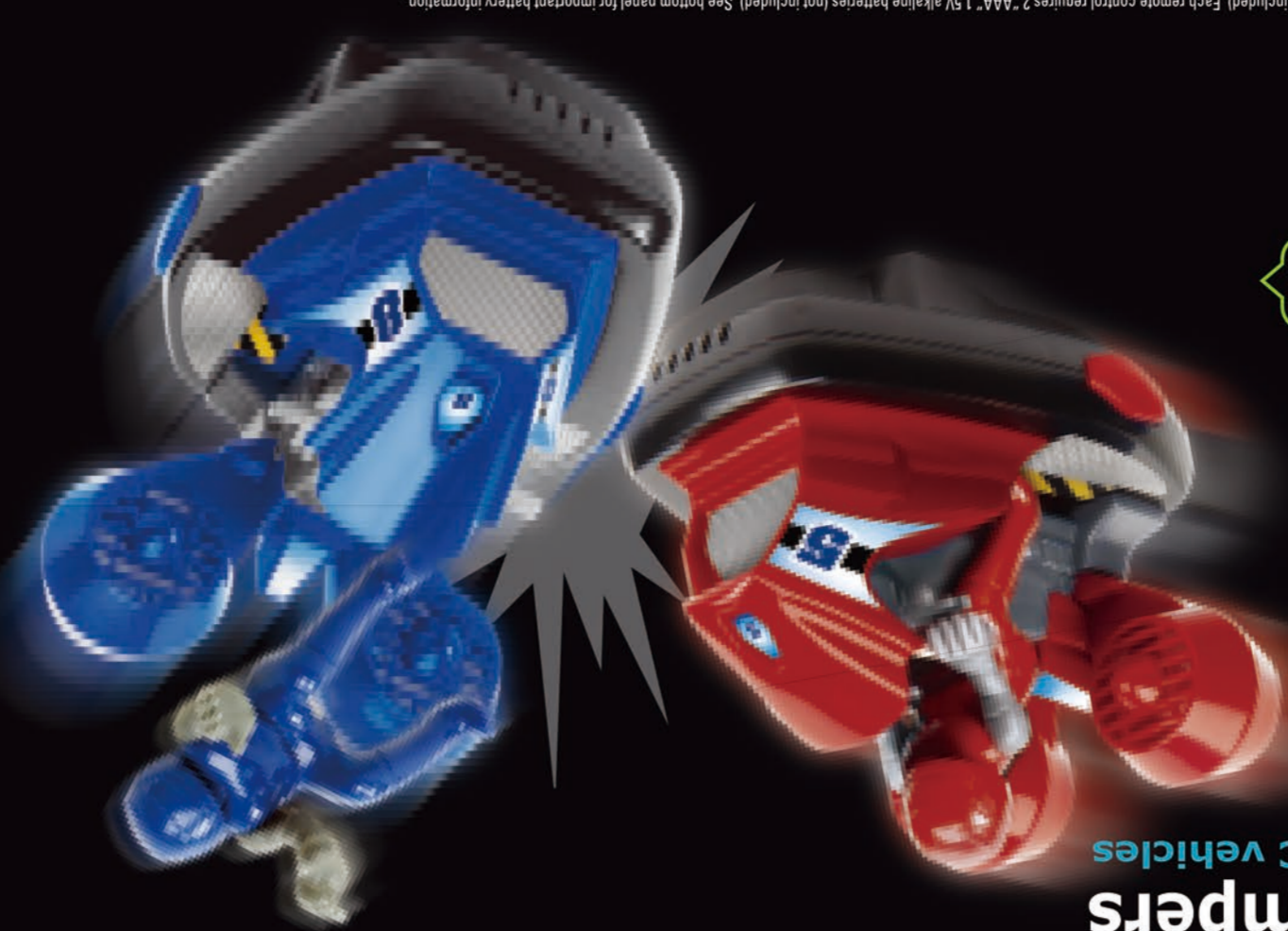
WIRELESS REMOTE CONTROL FOR FULL FUNCTIONAL RACING ACTION

COMPETITIVE TWO VEHICLES / REMOTE CONTROLS FOR THRILLING TWO-PLAYER BATTLES

VERSATILE OMNI-DIRECTIONAL FUNCTION PROVIDES EASY MANEUVERING



2 RC controllers included



built-in sound effects

rider ejects when bumper is hit

speed bumpers head-2-head RC vehicles

by shift

THE BLACK SERIES

THE BLACK SERIES speed bumpers head-2-head RC vehicles



DX2013E



rider ejects when car is bumped!

Each vehicle requires 3 "AAA" 1.5V alkaline batteries (not included). Each remote control requires 2 "AAA" 1.5V alkaline batteries (not included). See bottom panel for important battery information.

BATTERY OPERATED PLAY VEHICLE AGES 6 AND UP

WARNING! CHOKING HAZARD - Small parts. Not suitable for children under 3 years.

2 player action!

THE BLACK SERIES speed bumpers head-2-head RC vehicles

2 vehicles included



- rider ejects when bumper is hit
- wireless remote control
- two vehicles/remote controls
- built-in sound effects for thrilling two-player battles

Each vehicle requires 3 "AAA" 1.5V alkaline batteries (not included). Each remote control requires 2 "AAA" 1.5V alkaline batteries (not included). See bottom panel for important battery information.

THE BLACK SERIES speed bumpers head-2-head RC vehicles



- rider ejects when bumper is hit
- wireless remote control
- two vehicles/remote controls
- built-in sound effects for thrilling two-player battles

Each vehicle requires 3 "AAA" 1.5V alkaline batteries (not included). Each remote control requires 2 "AAA" 1.5V alkaline batteries (not included). See bottom panel for important battery information.

speed bumpers head-2-head RC vehicles

crashing sound effects

THE BLACK SERIES speed bumpers head-2-head RC vehicles Toy RC Bumper Car Set

2 vehicles included



BATTERY WARNING:

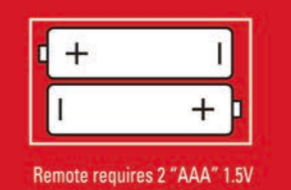
- Do not use old and new batteries.
- Do not use alkaline, standard carbon-zinc, or rechargeable (nickel-cadmium) batteries.
- Do not mix battery types.
- Do not use damaged, leaking, or swollen batteries.
- Do not use batteries with different voltage ratings.
- Do not use batteries with different capacities.
- Do not use batteries with different brands.
- Do not use batteries with different types of terminals.
- Do not use batteries with different sizes.
- Do not use batteries with different shapes.
- Do not use batteries with different colors.
- Do not use batteries with different markings.
- Do not use batteries with different symbols.
- Do not use batteries with different text.
- Do not use batteries with different images.
- Do not use batteries with different sounds.
- Do not use batteries with different smells.
- Do not use batteries with different tastes.
- Do not use batteries with different feelings.
- Do not use batteries with different thoughts.
- Do not use batteries with different actions.
- Do not use batteries with different reactions.
- Do not use batteries with different emotions.
- Do not use batteries with different behaviors.
- Do not use batteries with different attitudes.
- Do not use batteries with different values.
- Do not use batteries with different beliefs.
- Do not use batteries with different opinions.
- Do not use batteries with different conclusions.
- Do not use batteries with different results.
- Do not use batteries with different effects.
- Do not use batteries with different consequences.
- Do not use batteries with different causes.
- Do not use batteries with different conditions.
- Do not use batteries with different circumstances.
- Do not use batteries with different situations.
- Do not use batteries with different environments.
- Do not use batteries with different contexts.
- Do not use batteries with different backgrounds.
- Do not use batteries with different settings.
- Do not use batteries with different locations.
- Do not use batteries with different places.
- Do not use batteries with different areas.
- Do not use batteries with different regions.
- Do not use batteries with different countries.
- Do not use batteries with different continents.
- Do not use batteries with different worlds.
- Do not use batteries with different universes.
- Do not use batteries with different dimensions.
- Do not use batteries with different spaces.
- Do not use batteries with different times.
- Do not use batteries with different periods.
- Do not use batteries with different eras.
- Do not use batteries with different epochs.
- Do not use batteries with different ages.
- Do not use batteries with different stages.
- Do not use batteries with different phases.
- Do not use batteries with different steps.
- Do not use batteries with different procedures.
- Do not use batteries with different methods.
- Do not use batteries with different techniques.
- Do not use batteries with different strategies.
- Do not use batteries with different tactics.
- Do not use batteries with different plans.
- Do not use batteries with different schemes.
- Do not use batteries with different systems.
- Do not use batteries with different structures.
- Do not use batteries with different frameworks.
- Do not use batteries with different architectures.
- Do not use batteries with different designs.
- Do not use batteries with different styles.
- Do not use batteries with different fashions.
- Do not use batteries with different trends.
- Do not use batteries with different movements.
- Do not use batteries with different actions.
- Do not use batteries with different behaviors.
- Do not use batteries with different manners.
- Do not use batteries with different customs.
- Do not use batteries with different traditions.
- Do not use batteries with different cultures.
- Do not use batteries with different societies.
- Do not use batteries with different communities.
- Do not use batteries with different groups.
- Do not use batteries with different organizations.
- Do not use batteries with different institutions.
- Do not use batteries with different establishments.
- Do not use batteries with different organizations.
- Do not use batteries with different corporations.
- Do not use batteries with different companies.
- Do not use batteries with different firms.
- Do not use batteries with different businesses.
- Do not use batteries with different enterprises.
- Do not use batteries with different organizations.
- Do not use batteries with different associations.
- Do not use batteries with different unions.
- Do not use batteries with different guilds.
- Do not use batteries with different societies.
- Do not use batteries with different clubs.
- Do not use batteries with different teams.
- Do not use batteries with different groups.
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- Do not use batteries with different unions.
- Do not use batteries with different guilds.
- Do not use batteries with different societies.
- Do not use batteries with different clubs.
- Do not use batteries with different teams.
- Do not use batteries with different groups.

OPERATING INSTRUCTIONS

Each vehicle requires 3 "AAA" 1.5V alkaline batteries (not included). Each remote control requires 2 "AAA" 1.5V alkaline batteries (not included). When changing batteries, adult supervision is required. Use alkaline batteries for best performance.

- Carefully remove items from the package.
- Locate the battery compartment on the bottom of each vehicle, and the handle of each remote.
- Remove the covers and remove the battery doors.
- Insert "AAA" batteries while observing the correct polarity in each compartment (see diagram).
- Replace the battery doors and tighten the screws.
- Switch both the car and remote power switches to the "ON" position. The switch is on the bottom of the car.

NOTE: For best operation, operate bumper vehicle on hard surface. Wet/dry floors, carpets, and other soft surfaces may cause the vehicle to lose control. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



Car requires 3 "AAA" 1.5V alkaline batteries (not included).

Remote requires 2 "AAA" 1.5V alkaline batteries (not included).

ATTACHING THE RIDER

1. Insert the white peg (located on bottom of rider) into the hole on the vehicle's seat.
2. Gently press down until the rider clicks into place.

EJECTING THE RIDER

There are bumpers located on the sides of each vehicle (one on each side). The object of the game is to knock the opposing rider off of its vehicle by making contact with one of the two bumpers.
NOTE: Bumpers can also be activated by walls and other objects.



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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.