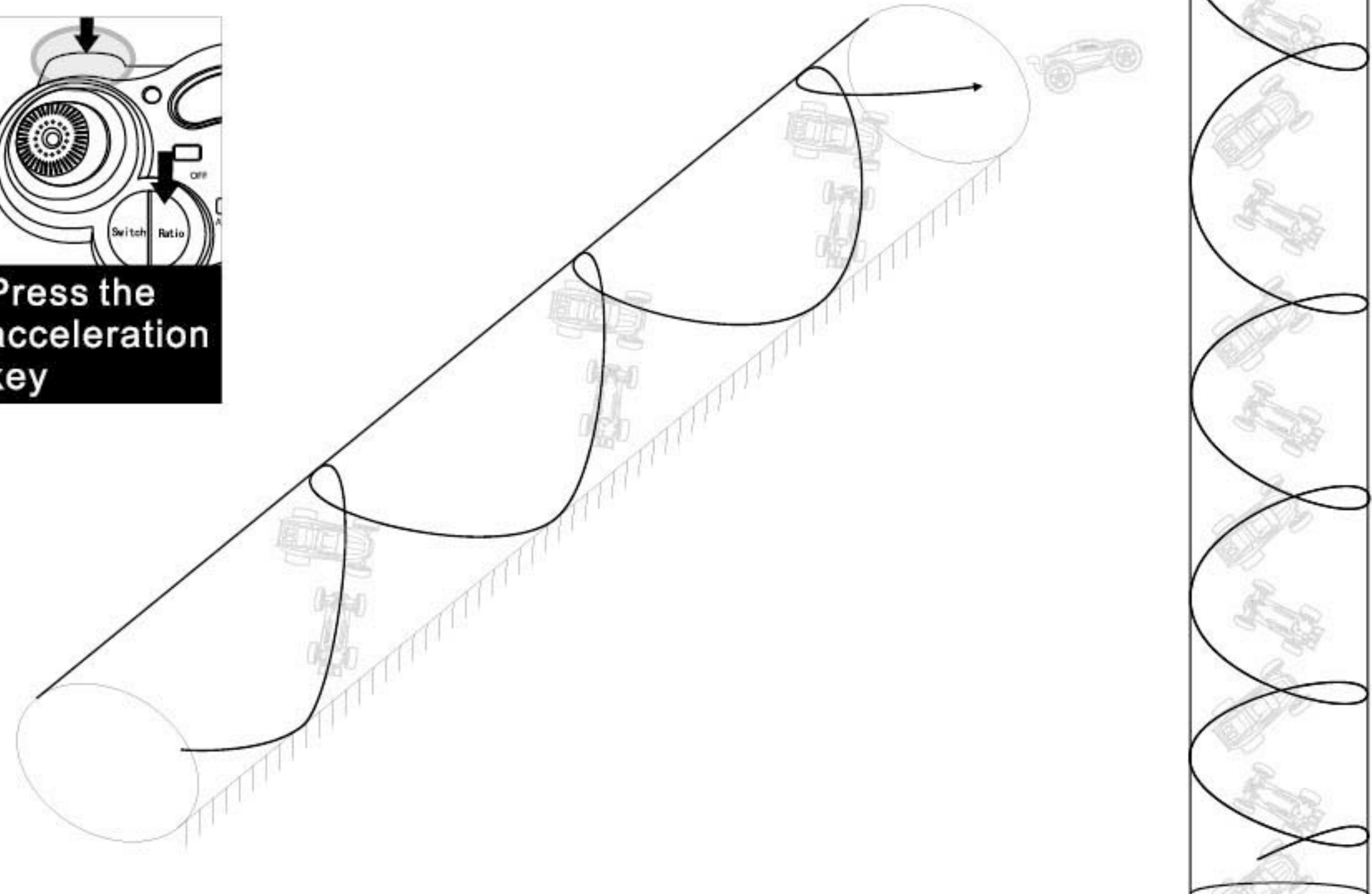
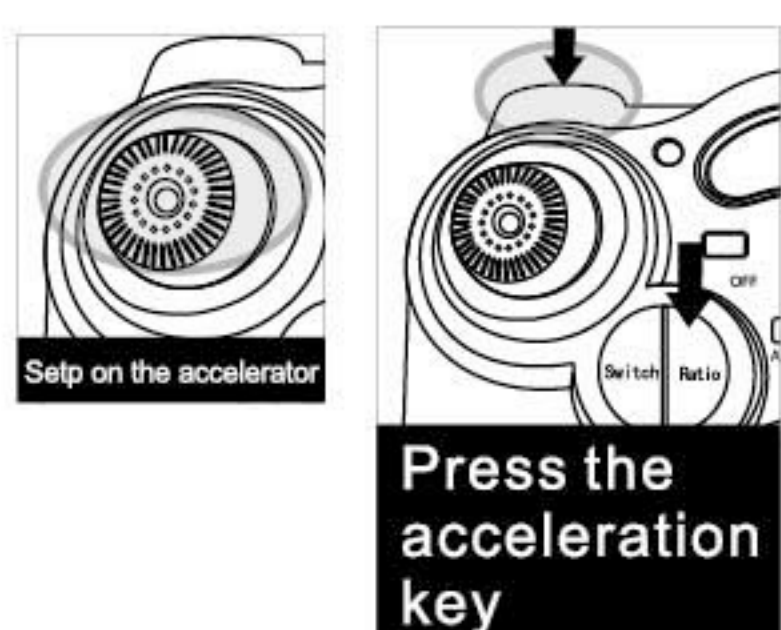


The car climb out of a bucket or columninform pipe with diameter of 20-40 cm.



More surprise and stunt is expecting with your creation.

CAUTIONS:

- Don't touch the antenna when playing, or it will affect the control distance. pls leave the broken antenna to adult in case the child get hurt.
- If it slow down, put it on charging according to the above instruction.
- slow it down when trunning, or it may turn over
- If the indicator of the controller turn dim, replace the batteries.
- pay attention to the plug when charging
- take out the battery when you don't want to play and turn it off
- please be guided by adult when charging, and remember the battery should be rechargeable
- please don't put different type of battery together
- take care of the polarity in case the controller short out
- remove the packing unser guidance
- keep the intruction for reference
- don't play or put it in a wet place.

Problem and solution	Problem	Reason	Solution
	Can not control the car	Batteries are running out Batteries are installed incorrectly The switch is turn off	Replace the battery. Turn off the switch when you are not playing the car. Make sure that the batteries are installed correctly between. Note: The "on/off" switch of the car and the controller should be "on" before playing.
	The car slow down	Batteries are running out The car run out of control distance	Charge the battery. Turn off the switch when you are not playing the car. If the car slow down or stop walking, just make it within the control.
	The car cannot walk straight.	The trimmer don't adjusted correctly	Adjust the pointer which is in the bottom of the car. If the car is inclined to the left, set the pointer to the left. If the car is inclined to the right, set the pointer to the right until the car can walk straight.
	The car is out of control.	The signal is affect by other wave nearby The car is not within the scope of control Batteries are running out Telecontrol antenna can not send out signal	Play it at the place without interference Hold the remote controller high and make it near the car. Charge the battery. Turn off the switch when you are not playing the car. Make sure that the antenna is pointing at the car. Don't touch the antenna.

BATTERY WARNINGS

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) and rechargeable batteries (Nickel Metal Hydride).
- Do not attempt to recharge non-rechargeable batteries.
- Rechargeable batteries are to be removed from the product before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries should be removed immediately and must be recycled or disposed of properly according to state or local government ordinances and regulations.
- Do not allow conductive materials such as rings, bracelets, or keys to touch the batteries, otherwise a short circuit may cause the batteries and/or the conductive material to overheat and cause burns.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity (refer to included diagrams).
- Do not dispose batteries in a fire as batteries may leak or explode.

WARNING!

- Choking/Cutting Hazard. Small parts not suitable for children under 8 years of age.
- Keep hands, hair, jewelry and loose clothing away from the wheels any time the transmitter power is turned to the ON position.
- Turn off the transmitter when not in use.
- New alkaline transmitter batteries are recommended for maximum performance.
- Parental supervision recommended at all times.
- To avoid interference with each other, do not use remote control vehicles with the same frequency in the same area.
- Do not break the antenna and be careful not to point it near your eyes or the eyes of others as serious injury may result.

CARE AND MAINTENANCE

- Remove the batteries from the transmitter when it is not used for an extended period of time.
- Gently wipe the controller and car with a damp cloth to clean. Do not use soap or solvents as they can damage the surface.
- Keep the car and transmitter away from direct heat or strong sunlight.
- Do not submerge the car or transmitter into water, they both will be damaged beyond repair.
- Parental guidance is recommended when installing/replacing the batteries or charging.
- Always select a safe place to play. Never operate your vehicle in the street.
- Do not operate your vehicle on sand as damage to the vehicle may result.

FCC Part 15 B Notice

CAUTION: Changes or modifications 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 connected.
- Consult the dealer or an experienced radio/TV technician for help.

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Conforms to safety requirements of ASTM, CPSIA and FCC.



FC FCC ID:VLE15087-PPL-B
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.

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SHIFT THROUGH
5
SPEED
SETTINGS

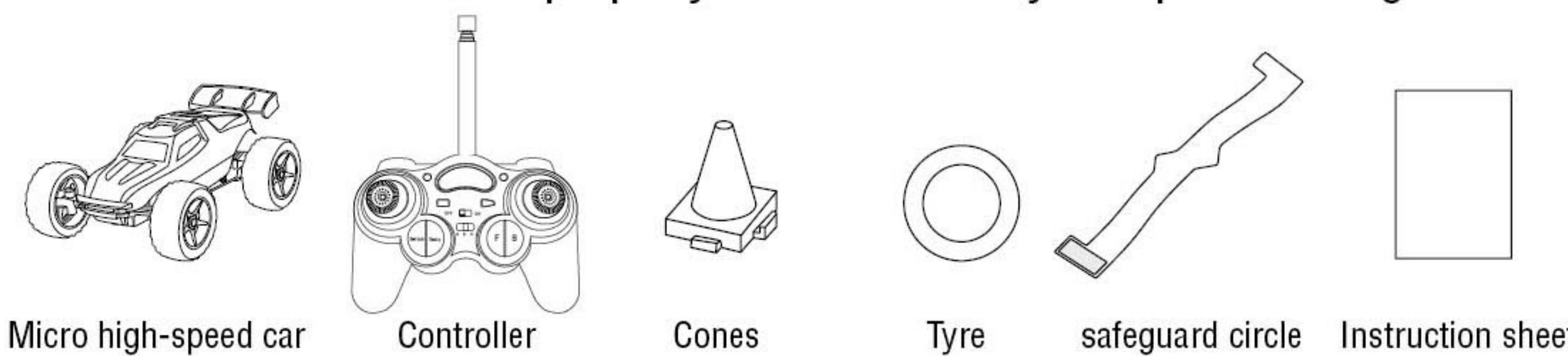


AGES
6
AND UP

Speed Racing
MICRO HIGH SPEED RC CAR

Micro High Speed RC Car

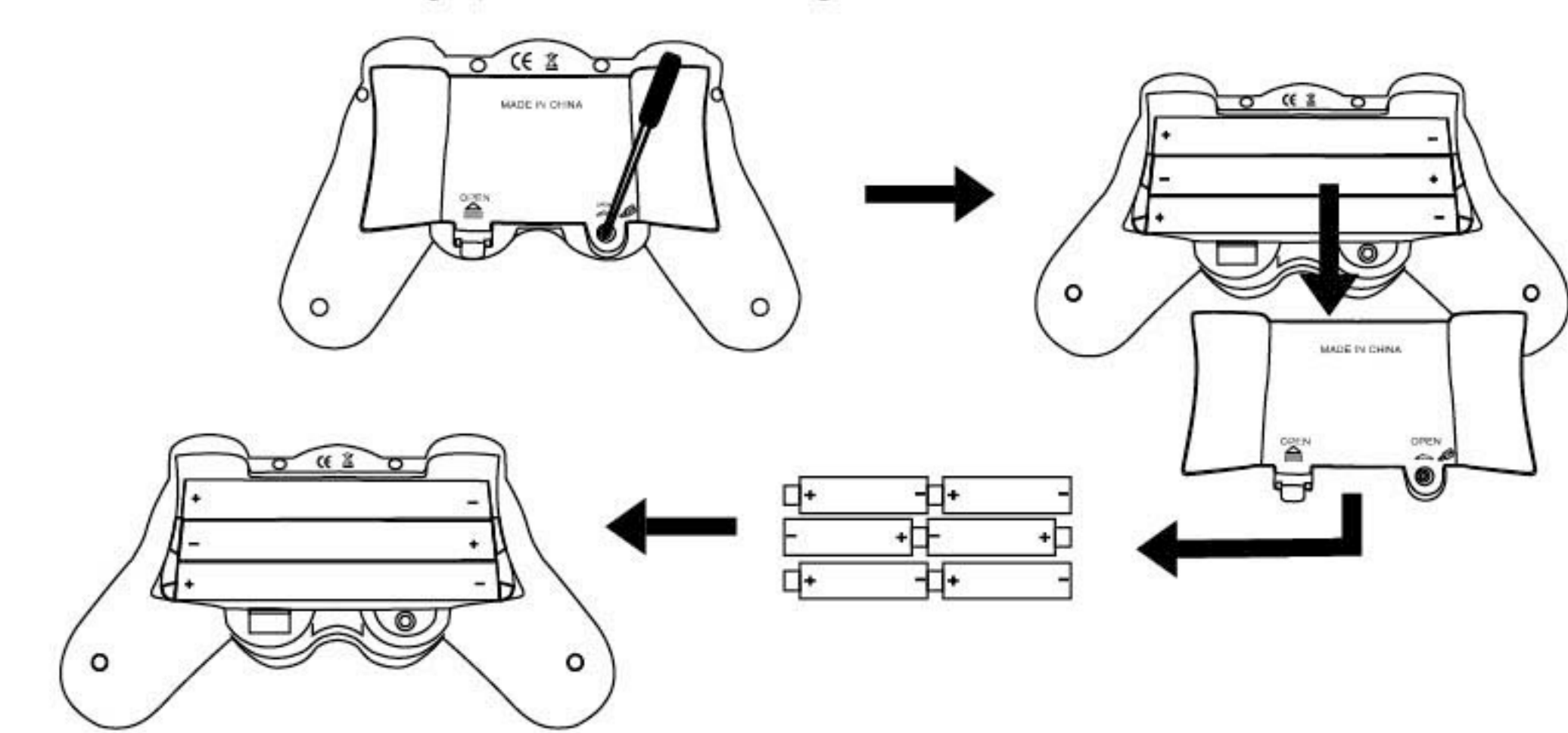
Please read this instruction manual as it contains valuable information on how to properly drive and care your Speed Racing.



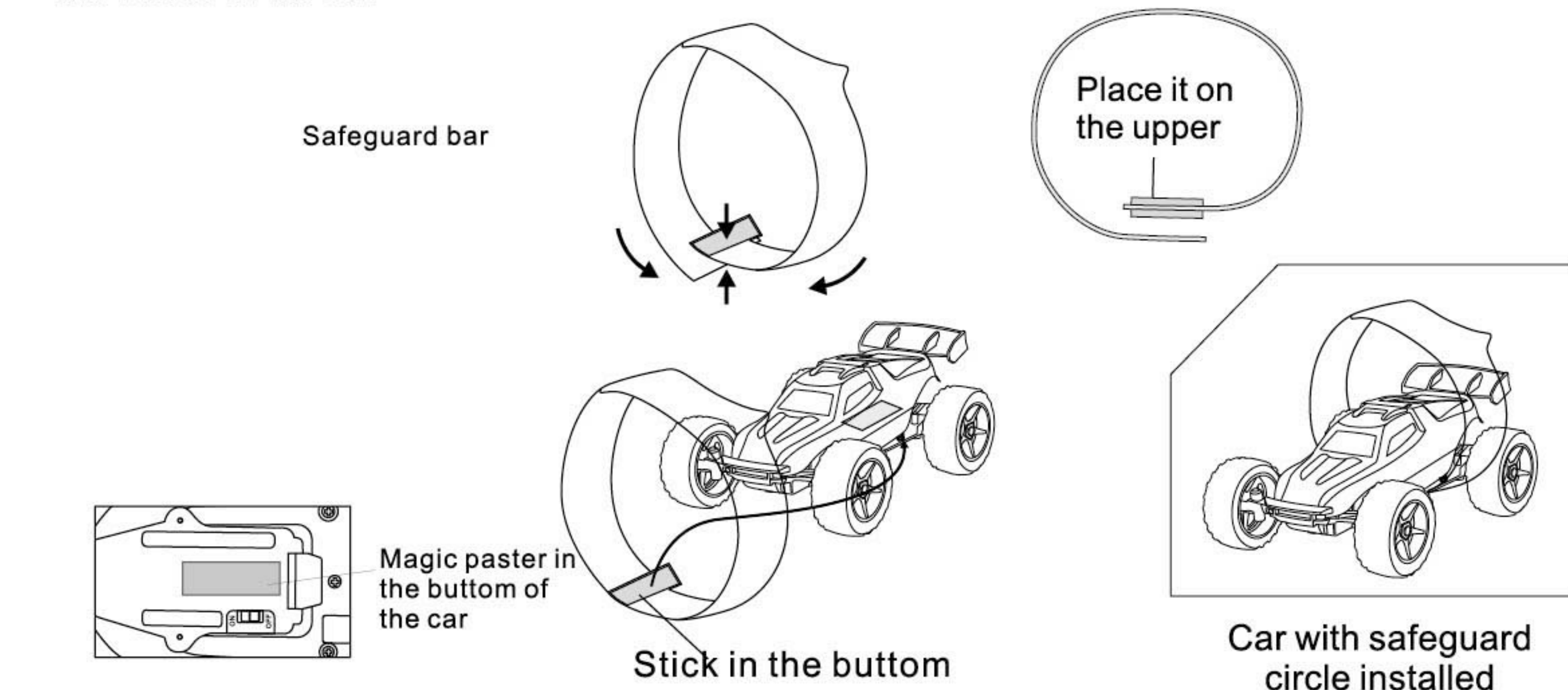
Styles and colors may slightly vary.

PREPARATION:

- Slide the controller battery compartment cover towards the direction shwon and open it. Insert 6x"AA" batteries with the correct polarity, then cover it again.

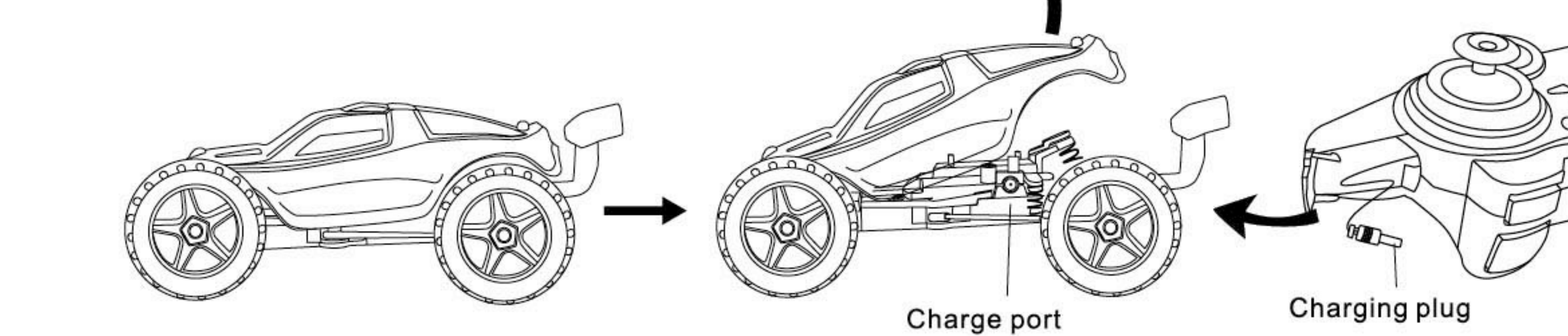


- Paste the safeguard circle for the car, first let the bar becomed circular, the paster must be on the upper to keep it sticked in the button of the car.



The car with protect ring can rolling-over and keep going when it turned over.

CHARGING CAR:



A. Charging by remote controller

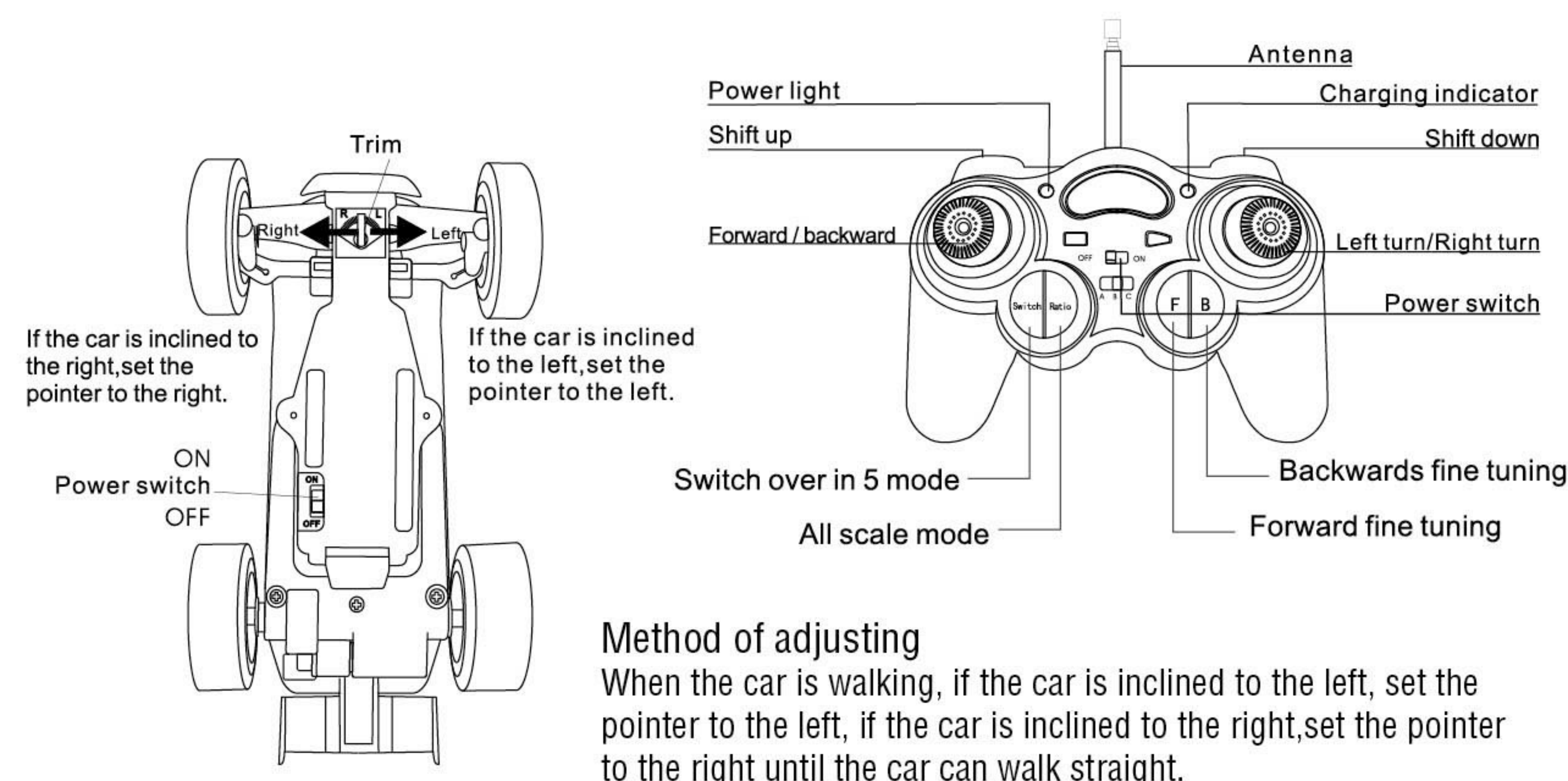
Take out the charging plug from the remote controller, pull the bodywork according to the arrow, and fix the plug into port.

B. Charging via USB

Insert the USB line to computer, and the light will be bright; Insert the wire into the charge port, and the light turn off. After charging for about 1 hour, the light is bright, which mean the charging is done.

OPERATION:

- Turn on the car and remote controller, the light will indicate, the push the speed pole, the car will ready.
- If the car unbalance when it switch on, use the trim button to make it steady.
- The controller has 5 speed. press the accelerate button. you can change the speed from 0 to 25 Mph, and press the switch knob, it can reach fastest smoothly.
- To make the direct line running well, you can adjust it by the trim button.

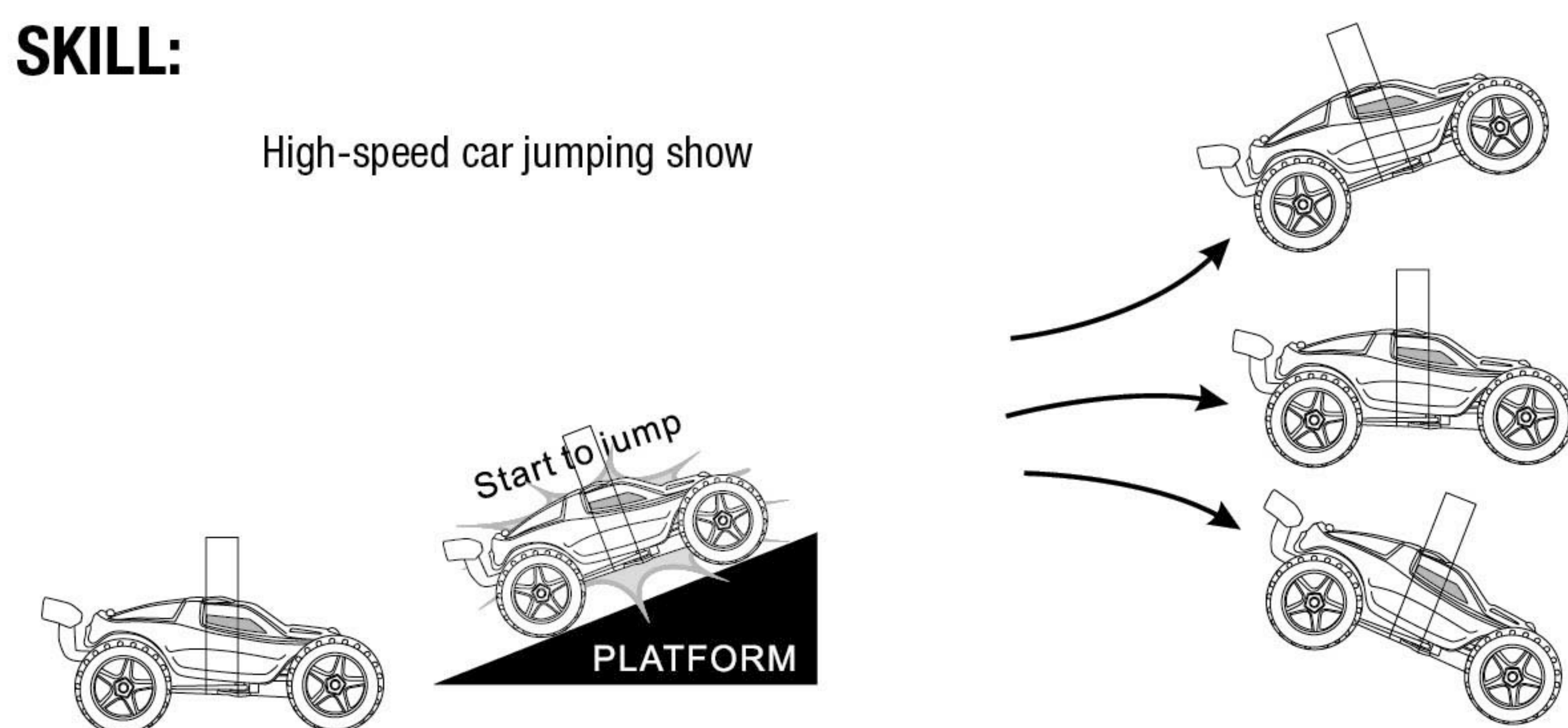


Method of adjusting

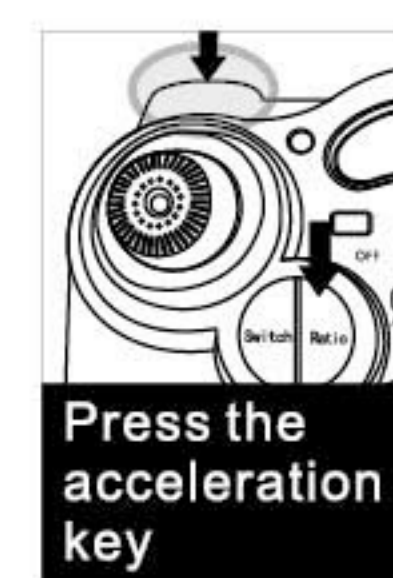
When the car is walking, if the car is inclined to the left, set the pointer to the left, if the car is inclined to the right, set the pointer to the right until the car can walk straight.

SKILL:

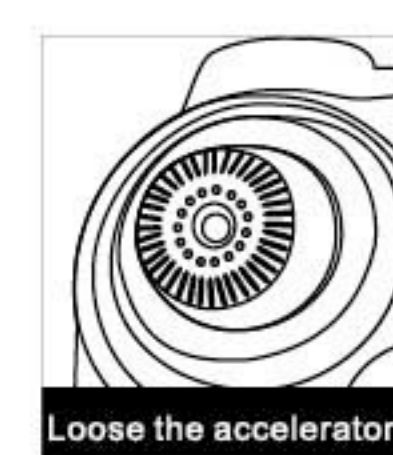
High-speed car jumping show



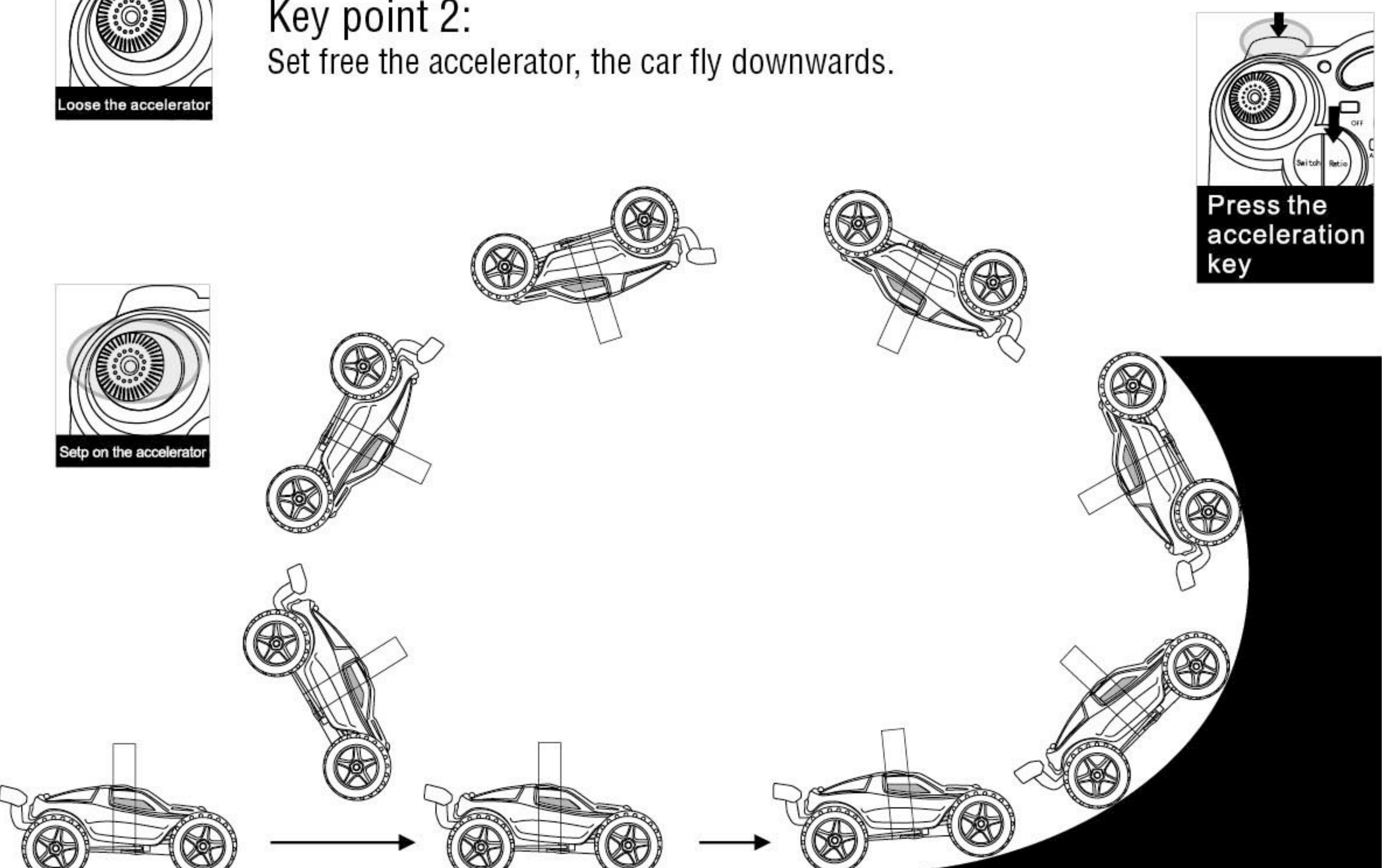
Different jumping style depend on different platform.



Key point 1:
adjust accelerator to the fastest pattern and then press the speedup button, the car fly upwards.

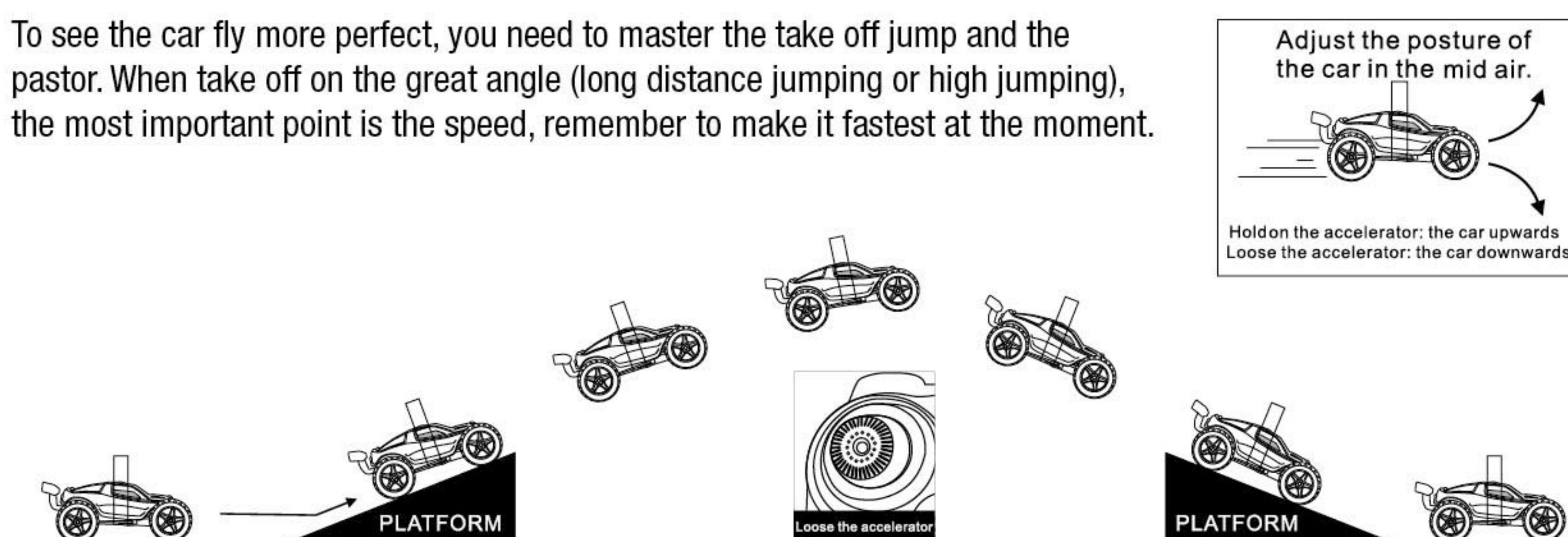


Key point 2:
Set free the accelerator, the car fly downwards.



You can make some simple platforms for the car jumping to make it play amusing

To see the car fly more perfect, you need to master the take off jump and the pastor. When take off on the great angle (long distance jumping or high jumping), the most important point is the speed, remember to make it fastest at the moment.



Let the car fly perfectly!

Speed up to maximum when the car landing.