

# AQUA RACERS

Exciting speed boat racing!

Feel the adrenaline rush of water racing!

## INSTRUCTIONS

### GAME OBJECTIVE

Be the first team to have your boat complete the course.

### GET READY!

The first thing you must know is that each Controller requires 1 "9V" battery and each Charger requires 3 "AAA" batteries, so don't forget to install them or it'll be difficult to make the Aqua Racers work! Battery installation instructions are at the end of this page.

1. Switch on each of the Chargers and connect to an Aqua Racer (they are interchangeable) and charge for approximately 10 minutes, or until the LED light on the Charger turns from red to green.
2. Screw an antenna into the top of each Controller.
3. Extend the Controller antenna to its full length.
4. Turn the Controller power switch to "ON". The LED light will illuminate.
5. Extend the Lake Course on a flat surface (preferably outside, but check with your parents first and inflate).
6. Fill the inflated Lake Course with water, but be careful that it doesn't overflow!

### LET'S PLAY!

First you must find an opponent to play with. Remember this is a game where speed and steering skills are really important, so don't get upset if you are not a "great driver" at first, soon you will be a total expert!

You and your opponent should choose an Aqua Racer and matching Remote Control.

The next thing you have to do is learn how to drive the boats.

Aqua Racers is an exciting speed boat racing game where two teams challenge each other to see who is the fastest!

Follow the Remote Control instructions below:

a) Press both upper arrows at the same time to drive your Aqua Racer forward.

b) Press the left upper arrow to steer your Aqua Racer to the right and forward.

c) Press the Right upper arrow to steer your Aqua Racer to the left and forward.

d) Press both lower arrows to drive your Aqua Racer backward.

e) Press the left lower arrow to steer your Aqua Racer to the right and backward.

f) Press the right lower arrow to steer your Aqua Racer to the left and backward.

To start playing, you and your opponent need to choose a time or number of laps to race, in order to determine the winner.

### NOTES

- Check area for possible radio interference. Large buildings, electrical wires, CB radios, and/or other R/C products may cause radio interference and affect operation of Aqua Racers.
- Avoid these objects for maximum performance.



With practice, you may even learn a few tricks to get around the course faster!



After you master the boat movements, you will be able to use the short cut on the lake course.

### IMPORTANT

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

### BATTERY INSTALLATION

Unscrew battery compartment on bottom of Controller.



Insert 1 "9V" battery as indicated.

Replace battery compartment lid and screw down.

Unscrew battery compartment on Charger



Insert 3 "AAA" batteries as indicated.



Replace battery compartment lid and screw down.



**WARNING:**  
CHOKING HAZARD-Small parts.  
Not for children under 3 years.

Item No. 3012

AGE 6+ PLAYERS 2  
Kids

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.

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.

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.