



# HUANGBO TOYS

## HB-666 Series



### INSTRUCTION MANUAL

**⚠ IMPORTANT: Please read through this instruction manual before use.**

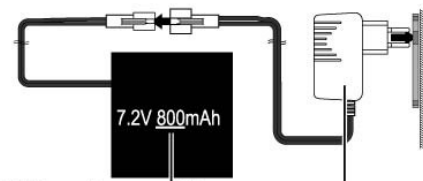
After installing the battery pack and turning on this R/C car, the colorful lights on the car will light up, and you can then use the transmitter to control the car to run forward or backward, turn left or right. When the car's 360° spin speed becomes high enough, The car can perform 360° spin with wheels automatically stretched out to the sides. Please read through this manual and learn the various functions and operations of this car before starting to use it.

#### 1. Battery Pack

It's necessary to charge the battery pack before the initial use. Please abide by the following requirements to charge the battery.

- (1) Plug the charger in a standard wall outlet.
- (2) Before the initial use, the battery pack is to be charged for 5 hours. During normal use, it takes about 3 or 4 hours to fully charge the battery pack when its power is fully consumed.
- (3) After charging, press the unlock button to disconnect the battery pack from the charger. It's a normal phenomenon that the battery pack becomes warm.
- (4) In an environment free of interference, the controlling distance is over 35m.

Charging Illustration



7.2V rechargeable battery pack (included) Charger

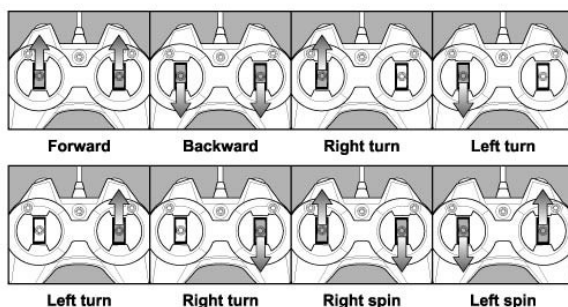
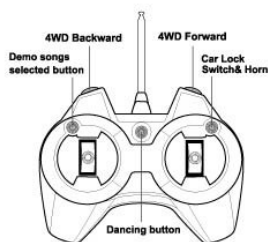
**Note:** The working time of the 7.2V Ni-Cd battery pack depends on the player's actual use style. On the average, the battery pack can work for at least 20 minutes each time after charging. It's to be charged by an adult.

#### 2. Battery Cautions

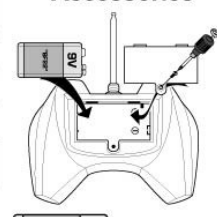
Do not try to charge non-rechargeable batteries. Remove the battery pack from the car before charging. Do not mix new and old batteries or batteries of different types. Only use batteries of the same or equivalent type. Note polarity when installing the batteries. Timely replace exhausted batteries with new ones. Never short-circuit the power terminals. Never throw the batteries into fire to avoid leakage or explosion. The batteries are to be replaced by an adult only.

#### 3. Parts Identification (transmitter)

The R/C car is only to be charged with the special charger included in the set. Do not use any other unspecified chargers to avoid damages to the battery pack.

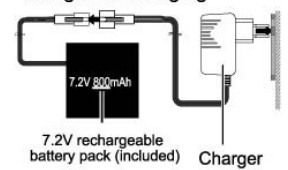


#### Accessories



9V battery (non-rechargeable)

Please only use the special charger for charging

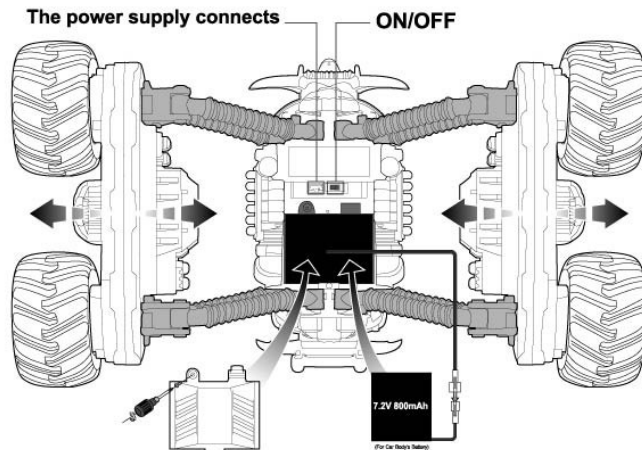


7.2V rechargeable battery pack (included) Charger

#### 4. Parts Identification (car)

The R/C car is only to be charged with the special charger included in the set. Do not use any other unspecified chargers to avoid damages to the battery pack.

#### How to install batteries in the car



#### 5. Basic Control Operations

To play with the car, first turn on the car and then turn on the transmitter.

1. Press the START button to start the car. When the car is started, the car body will produce flashing light.
2. When the MUSIC button is pressed, the car body will shake rhythmically to the music.
3. When the DEMO button is pressed, the car will dance to 3 melodies in different rhythms, demonstrating 3 sets of actions.
4. When both levers on the transmitter are pushed upward, the car will run forward.
5. When both levers on the transmitter are pushed downward, the car will run backward.
6. When the left lever on the transmitter is pushed upward, with the right lever unused, the car will turn to the right.
7. When the left lever on the transmitter is pushed downward, with the right lever unused, the car will turn to the left.
8. When the left lever on the transmitter is pushed upward and the right lever is pushed downward at the same time, the car will spin faster and faster rightward.
9. When the left lever on the transmitter is pushed downward and the right lever is pushed upward at the same time, the car will spin faster and faster leftward.
10. If you first control the car to run forward or backward and gradually accelerate to a certain speed, and then change abruptly to push the left and right levers to opposite directions, the car will drift and spin.
11. If you first control the car to run 4WD backward on a comparatively coarse ground and gradually accelerate to a certain speed, and then press the 4WD forward button, the car can change to a stand-up pose. Then, if you push the left and right levers to opposite directions, the car will perform 360° spin with wheels stretched out to the sides. Pressing the 4W backward button can put the car back onto its 4 wheels.
12. If you first control the car to run 4WD forward on a comparatively coarse ground and gradually accelerate to a certain speed, and then press the 4WD backward button, the car can change to a head-stand pose. Then, if you push the left and right levers to opposite directions, the car will perform 360° spin with wheels stretched out to the sides. Pressing the 4W forward button can put the car back onto its 4 wheels.

#### 6. Play Cautions

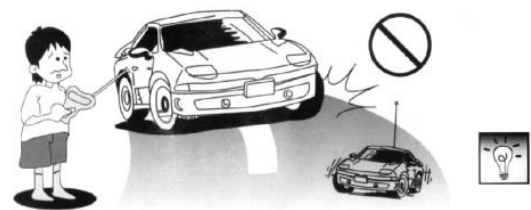
When the car is running, do not try to touch the 4 wheels by hand to avoid damages to the car.



**Do not play in a place with another R/C car being controlled with the same frequency.**



**Do not bend the antenna or point it at other people or articles to avoid hurts.**



**Do not play by the roads or in any other dangerous places to avoid accidents.**



**Do not play in a place with puddle, mud or sand.**

statement:

changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.