

**CAUTION: Hair entanglement may result if child's head is too close to motorized unit of this toy. Adult supervision required.**

**Ages 3 & Up**

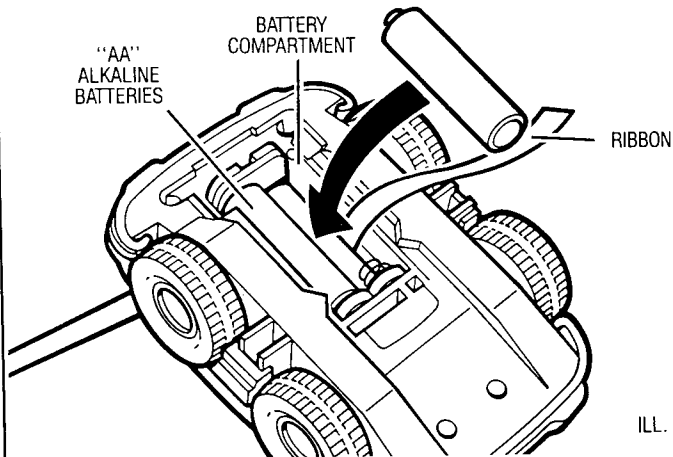


# Preschool Radio Control

**Tough, durable construction . . . easy one-button controller!**

What's needed: One 9 volt alkaline battery, 4 "AA" alkaline batteries, Phillips® screwdriver.

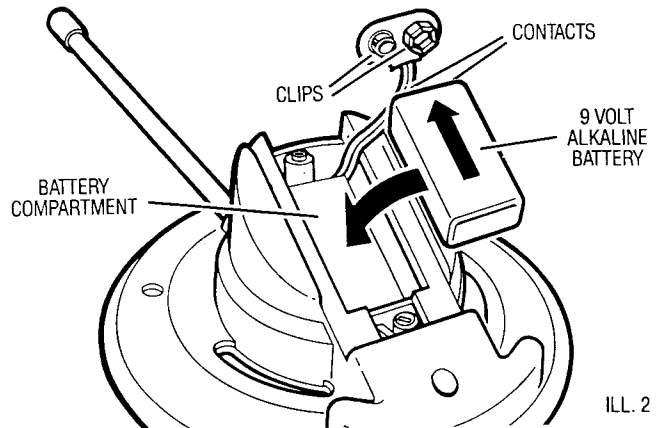
## BATTERY PLACEMENT (CAR)



ILL. 1

1. Loosen screw on battery compartment cover, then slide out and remove cover.
2. Place 4 "AA" alkaline batteries into compartment, all in the same direction as indicated on bottom of compartment. Note: Make sure batteries are placed on top of ribbon. This allows for easy removal of batteries by pulling up on ribbon end (ILL. 1).
3. Slide and snap battery compartment cover in place and retighten screw.

## BATTERY PLACEMENT (CONTROLLER)



ILL. 2

1. Loosen screw on battery compartment cover, then slide out and remove cover.
2. Line up 9 volt battery contacts with clips on end of wire and snap together (ILL. 2).
3. Fit battery into compartment, then slide and snap compartment cover in place and retighten screw.

Note: The 9 volt battery in the controller has a longer life than the "AA" batteries in the car. The car batteries will probably need to be changed two or three times before changing the controller battery for the first time.

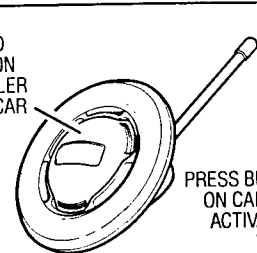
## CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions.
2. Never mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Always remove exhausted or dead batteries from the product.
4. Remove batteries if stored for a long period of time.

## TO OPERATE

1. To activate the car, press the button between the lights on top of car (ILL. 3). This will enable the car to respond to radio control signals. Note: As the button is pushed, the car's lights will briefly flicker, indicating the car is activated.
2. To operate the car, press and hold down the button on the controller (ILL. 4). With each press of the button, the car will alternate between rotating in place and moving ahead. Letting go of the button will cause the car to stop.  
  
To make the car go in a certain direction, press the controller button so that the car rotates in place, then let go when the car is pointed in the desired direction. Press the button again and the car will move straight ahead in the direction that it's facing.
3. The lights will flash ~~and~~ ~~sound~~ when the car is in motion. For quiet play, parents can turn off ~~the~~ switch is located in the battery compartment. When the switch is in the "off" position, the lights will continue to flash (ILL. 5).
4. Because the car is designed for preschoolers, there is no switch to deactivate the car; instead, the car will automatically shut down if not in use for 10 minutes. To reactivate the car, simply press the button on top of car.

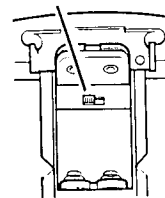
PRESS AND HOLD BUTTON ON CONTROLLER TO OPERATE CAR



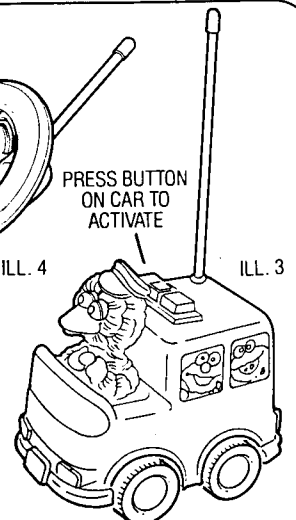
ILL. 4

PRESS BUTTON ON CAR TO ACTIVATE

ON/OFF SWITCH



ILL. 5

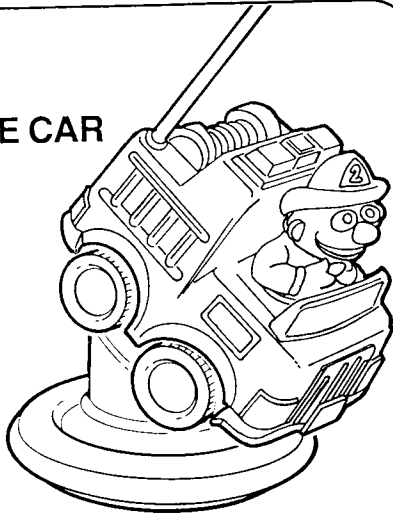


ILL. 3

**PLEASE KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE**

## TO DISPLAY THE CAR

Turn controller upside down and slide car onto controller in either direction until it stops.



## WHERE TO OPERATE THE CAR

The car will run on any hard, flat surface. For instance, indoors it will run on linoleum, tile, wood and low-pile carpeting; outdoors it will run on asphalt, cement and slate.

**DO NOT RUN THE CAR ON SAND, WHICH COULD CAUSE DAMAGE TO THE CAR.**

## OPERATING RANGE

1. As a general guideline, the controller can operate the car from a distance of about 10–12 feet. The range will increase outdoors. However, the range may be shortened and performance affected by such factors as the structure of the house (if used indoors) and the nearness of metal objects.
2. The car may operate erratically if it is used near metal objects, or if the controller is positioned less than 10 inches from the car.

## PROBLEM CHECKLIST

If the car is not functioning properly, first check to see that:

- The activating button on top of the car has been pressed.
- The controller is within operating range of car.
- The batteries are correctly positioned.
- The car is being operated in temperatures between 40° and 95° F.

The toy will not function at all if its temperature is below 35° or above 105° F. If the toy has been stored in extremely cold or hot temperatures, allow time for it to reach temperature at which it will operate properly.

## CHECK OR CHANGE THE BATTERIES WHEN . . .

### (CAR)

1. The car's normal operating speed slows down considerably.
2. After letting go of the controller button, the car continues to move.

### (CONTROLLER)

1. The car stops and does not respond to the controller.  
Note: This will also occur if the car is near metal objects, which cause interference. Before changing batteries, move the car away from metal objects and see if it operates.

## ERRATIC OPERATION CAN BE CAUSED BY INTERFERENCE FROM . . .

1. Radio control vehicles in the area that operate on 49 MHz.
2. Signals sent from infant monitors.
3. Metal objects such as appliances, baseboard heating and metal fences.

## FCC STATEMENT

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE ANNOYING INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

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.

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27166/27165 Asst. (Ernie)  
27167/27165 Asst. (Big Bird)

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