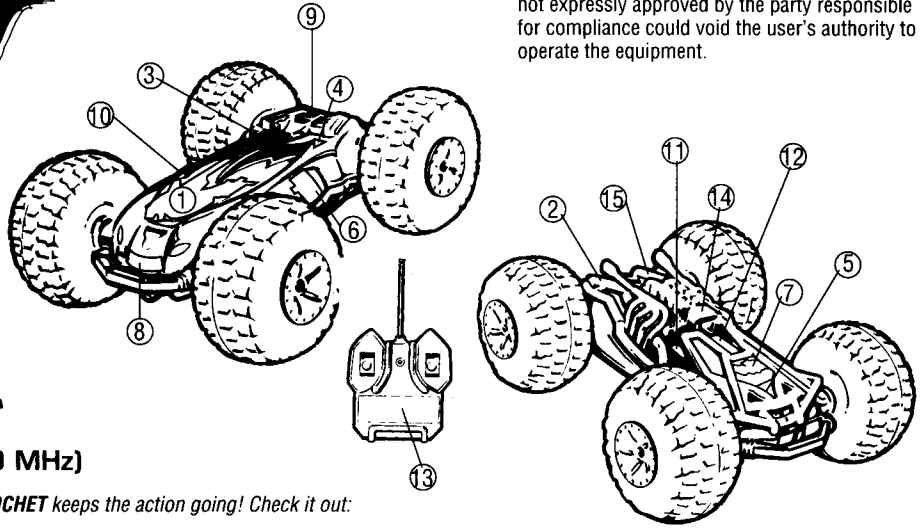


9.6VOLT
RADIO CONTROL SPEED!

Ricochet™

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.



OWNER'S MANUAL for MODELS NO. 60291 (27 MHz)/60292 (49 MHz)

RICOCHET™ RULES! When other R/Cs roll over and play dead, **RICOCHET** keeps the action going! Check it out:

- Huge inflatable tires rebound and keep the vehicle moving.
- 2-sided chassis means the vehicle is **ALWAYS** right side up — you never have to stop and turn it over.
- High-performance speed for freestyle flips...scorchin' stunts...rockin' rolls!

Kick it with **RICOCHET** — it's virtually **UNSTOPPABLE!**

SAFETY PRECAUTIONS

This vehicle is not recommended for children under the age of 8 years. Please read all of the instructions before operating this vehicle. Always follow general safety rules while operating vehicle: avoid hitting pets, furniture or people. Do not pick up vehicle while it is in motion. Keep hands, hair and clothing away from this vehicle when the power switch is turned to the "ON" position. Remove battery pack when vehicle is stored. **Avoid tire contact on painted or varnished surfaces.**

LABEL APPLICATION

Apply labels using the numbers on the label sheet, and these illustrations and the package photograph as a guide.

Kenner®

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RICOCHET™ ACTION FEATURES

2-SIDED BODY DESIGN —
SIDE 1: SLEEK FUTURISTIC SPORTSCAR;
SIDE 2: FUNKY DUNE BUGGY

IMPACT-ABSORBING
FRONT & REAR
BUMPER SYSTEM

HARDENED STEEL
AXLES FOR
ADDED STRENGTH

HIDDEN INTERNAL
ANTENNA HELPS
MAINTAIN
SLEEK STYLE

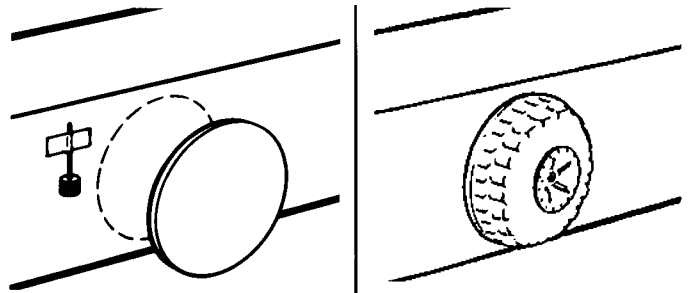
5-INCH INFLATABLE
TIRES FOR MASSIVE
REBOUNDING ACTION

DUAL MABUCHI
370 MOTORS FOR
INDEPENDENT OR
SIMULTANEOUS
POWER TO REAR
WHEELS

SUPER-GRIP TIRE
TREAD FOR
BETTER OFF-
ROAD TRACTION

- FULL-THROTTLE, MAXIMUM-SPEED OPERATION
- BIG 1/14 SCALE
- SCALE SPEEDS OVER 155 MPH
- UP TO 100-FOOT EFFECTIVE RANGE
- A DIFFERENT COLOR SCHEME FOR EACH FREQUENCY — 49 MHz OR 27 MHz

TIRE INFLATION INSTRUCTIONS

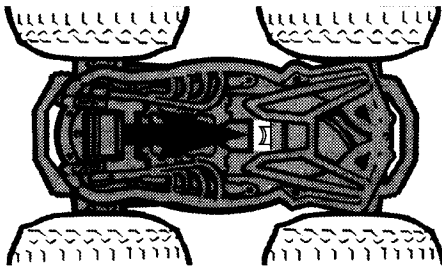


IMPORTANT: TIRES MAY DEFLATE DURING SHIPPING OR STORAGE

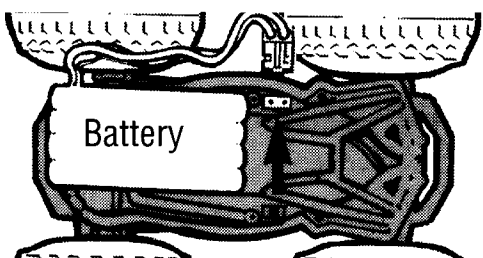
1. Locate and remove the inflation needle that is taped to the cardboard insert inside the package.
 2. Have an adult cut out the circular tire pattern outlined on the same insert. The pattern will help you correctly inflate tires to the full five inches.
 3. Attach the inflation needle to a hand sports ball pump. **DO NOT USE PUMPS WITH COMPRESSED AIR!**
 4. Make sure inflation needle is clean. Moisten it and slowly insert it straight into the tire's inflation hole.
 5. Continually check the tire size by placing the tire inside the cut-out tire pattern. **DO NOT OVERINFLATE.** Once tire is the proper size (fits perfectly in cut-out tire pattern), you are ready to run your vehicle. **Keep tire pattern for future use.**
- PLEASE NOTE:** Tires may be inflated on or off the vehicle. To remove tire from vehicle, simply remove screw from center of wheel. Rotate tires to prevent uneven wear.

BATTERY REQUIREMENTS/INSTALLATION FOR VEHICLE

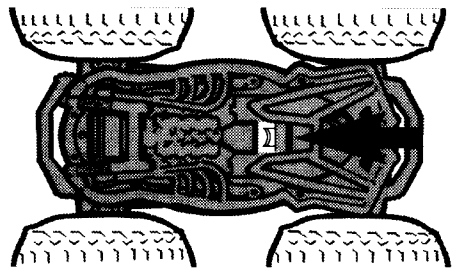
To operate your vehicle, you will need a 9.6 Volt Rechargeable NiCd Battery Pack (sold separately). Follow manufacturer's charging instructions on the rechargeable battery pack. **PLEASE NOTE:** The battery pack will become hot during use, so care should be taken whenever you handle it.



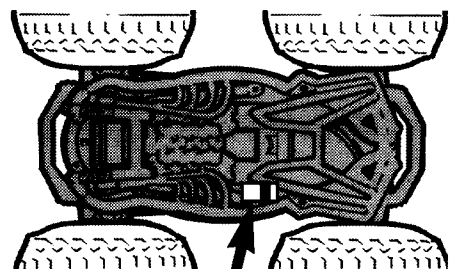
1. Fully charge battery pack following manufacturer's instructions.
2. Slide battery cover latch on Dune Buggy side of vehicle to the open position. Lift to remove cover.



3. Insert and connect battery pack. (When disconnecting battery pack always pull on connector, not on wires.)



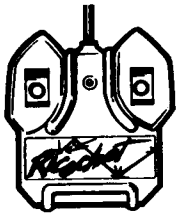
4. Replace cover. Slide latch back to closed position.



5. Turn power switch to the ON position.



BATTERY REQUIREMENTS/INSTALLATION FOR TRANSMITTER

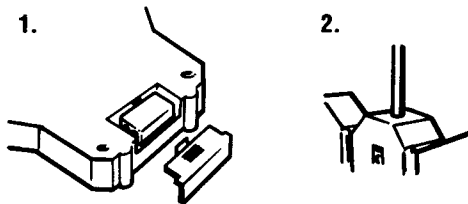


To operate your transmitter you will need a 9 Volt Alkaline Battery (sold separately).

1. Remove battery cover as shown and install a new 9 Volt Alkaline Battery. Replace cover. Move either joystick and the red LED light will come on. This will show you that the battery is good and the transmitter is ready for operation.

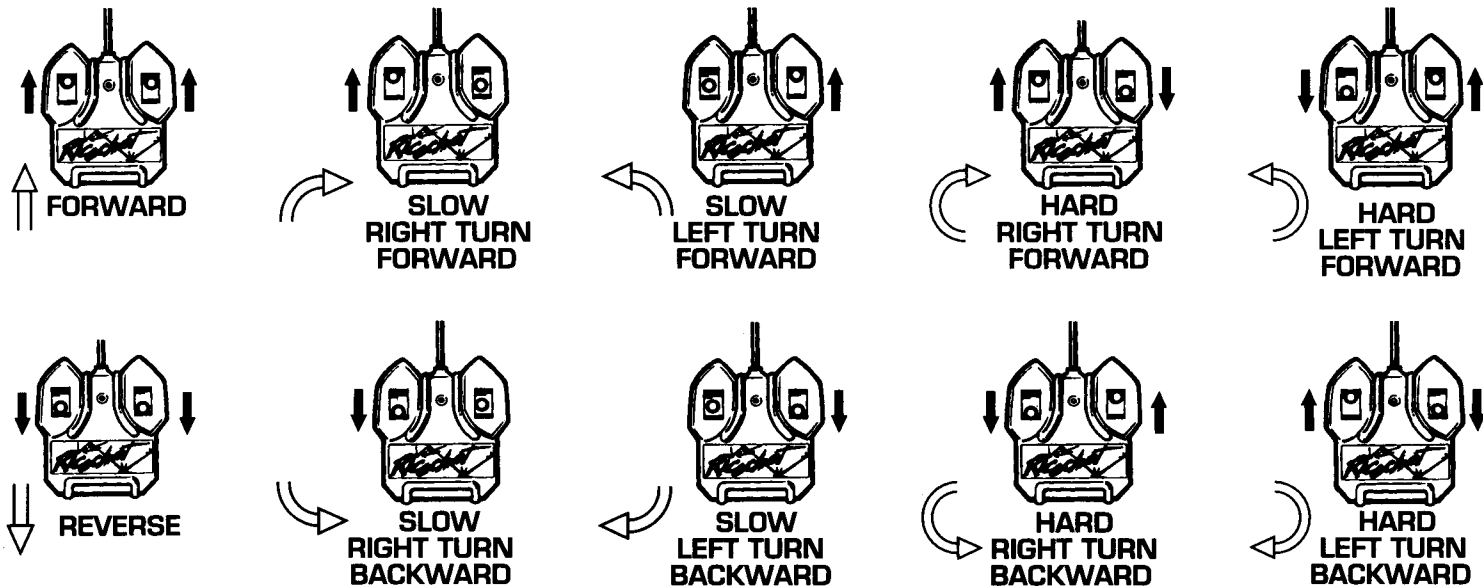
PLEASE NOTE: Vehicle power switch must be in the ON position to receive commands from the transmitter.

2. Insert antenna into hole in the transmitter and screw it in clockwise.



DIRECTION CONTROLS

Move joystick(s) as indicated by solid arrows. Vehicle will move in direction as indicated by outlined arrow.



PROPER OPERATION AND STORAGE OF YOUR VEHICLE

1. **Best operation** of vehicle is on a textured paved surface.
2. **Always** operate your vehicle within a range of 100 feet from you.
3. **Always** operate your vehicle on dry surfaces away from cars and other full-size vehicles.
4. **Always** store your vehicle in a cool, dry place and off of painted or varnished surfaces.
5. **Avoid** water or damp locations which may damage the vehicle's electronics.
6. **Avoid** operating around CB radios, high voltage electrical wires and large, steel-reinforced concrete buildings.
7. **Avoid** running your vehicle and another vehicle on the same frequency. If you want to race another vehicle, use a 27 MHz RICOCHET™ vehicle against a 49 MHz RICOCHET™ vehicle.

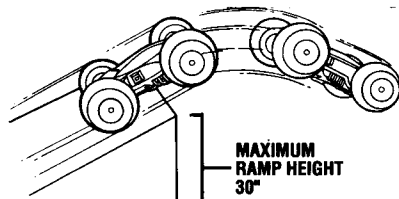
TRICKS AND STUNTS (for outdoors only)

Here are a few of the exciting tricks and stunts you can do. The following tricks and stunts take practice and skill. Attempt simple skill level tricks before going on to more advanced tricks. Remember you will need to practice to achieve these stunts.

SIMPLE SKILL LEVEL:

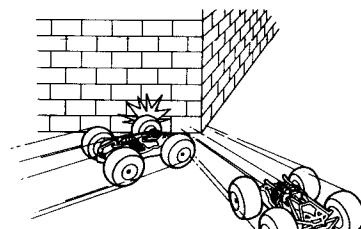
STANDARD RAMP JUMP

1. Drive car up a ramp no higher than 30 inches.



WALL IMPACT

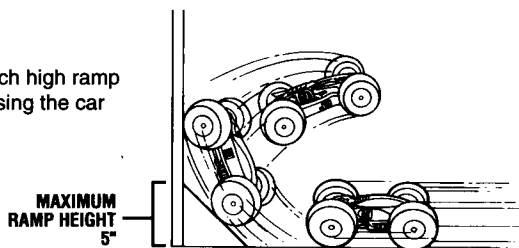
2. Bounce one front wheel off of a wall.



MODERATE SKILL LEVEL:

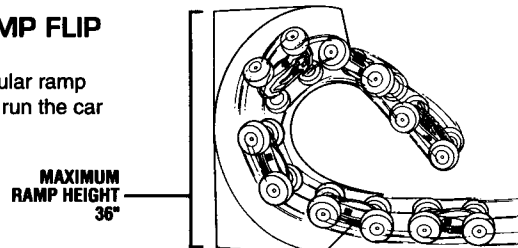
WALL FLIP

3. Run car up a 5 inch high ramp and onto a wall causing the car to flip.



REVERSE RAMP FLIP

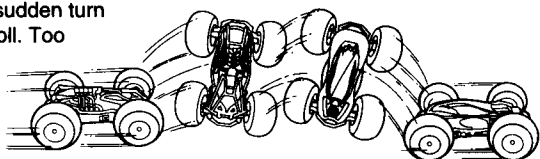
4. Build a semi-circular ramp 36 inches high and run the car through it.



EXPERT SKILL LEVEL:

BARREL ROLL

5. While driving the car straight at full speed, make a sudden turn causing the car to roll. Too sharp of a turn will cause the car to spin instead of roll.



WHEELIE FLIP

6. While running the car with the drive wheels in front, quickly reverse both joy sticks. This should cause the car to flip. (To identify drive wheels, hold car off of ground. Move joy sticks and drive wheels will spin.)

