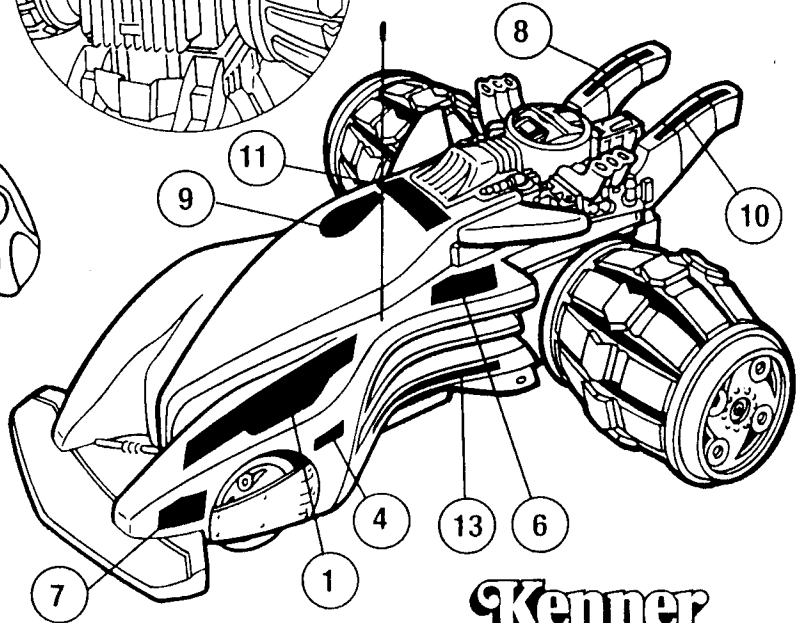
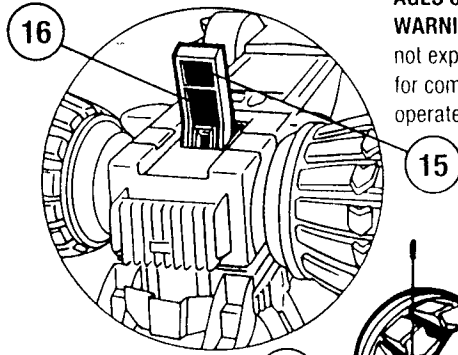
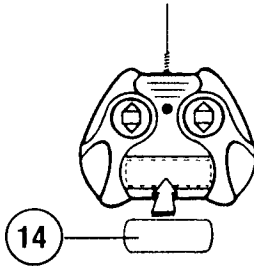
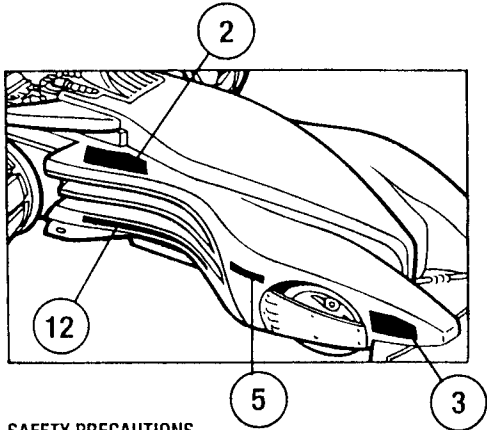


TIRESTORM™

OWNER'S MANUAL for MODELS NO. 60301 (27 MHz) 60302 (49 MHz)

AGES 8 AND UP

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.



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.** Recommend outdoor play with this vehicle.

LABEL APPLICATION

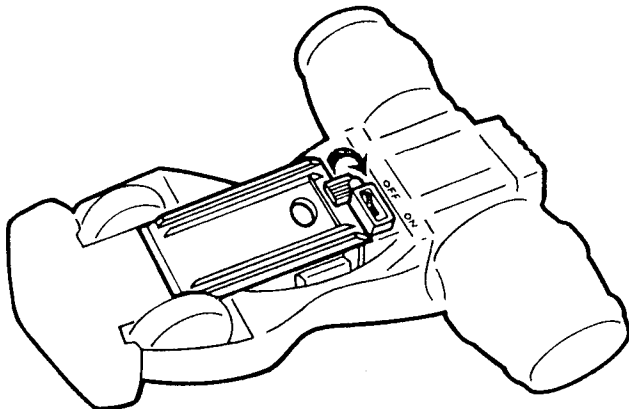
Apply labels using the numbers on the label sheet, the above illustration and the package photograph as a guide.

Kenner

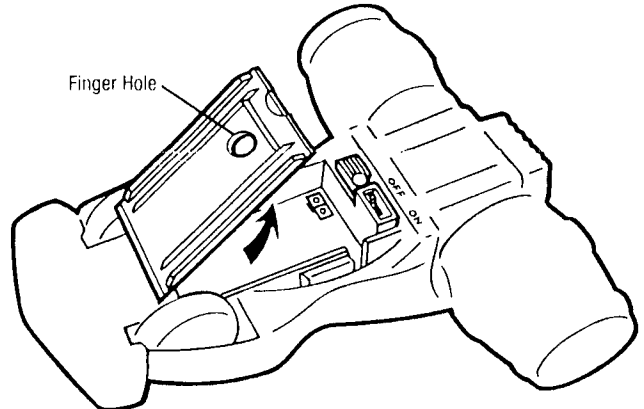
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BATTERY REQUIREMENTS/INSTALLATION FOR VEHICLE

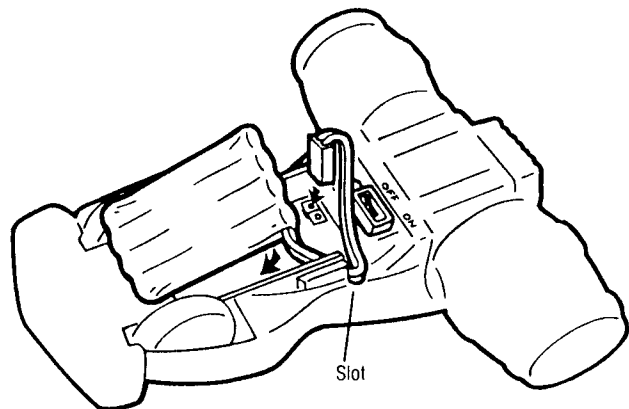
To operate your vehicle, you will need a 9.6 Volt Rechargeable NiCd Battery Pack (sold separately). Follow manufacturer's charging instructions on the rechargeable battery pack. **PLEASE NOTE:** The battery pack will become hot during use, so care should be taken whenever you handle it.



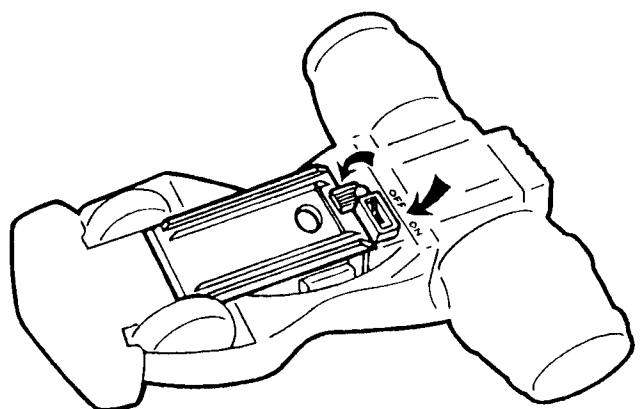
1. Slide battery compartment door latch open as shown.



2. Lift and remove battery compartment door using finger hole.



3. Place battery pack into compartment. Route battery wires through the slot and back to the plug as shown. (When disconnecting battery pack always pull on connector, not on wires)

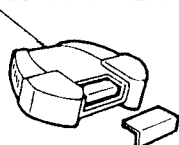


4. Replace battery compartment cover. Close latch. Turn on vehicle switch to operate. Avoid contact with rear wheels when vehicle is ON.

BATTERY NOTE:

Kenner does not manufacture battery packs. When you have purchased one, please follow the manufacture's instructions for use. Depending upon the type you choose, you should expect that the **initial charge might require 4 hours and last 8-10 minutes** in the intense operation of your Tirestorm™ vehicle. Each time you charge the battery, you should get longer performance as you "break in" your battery, until you enjoy operation that is up to twice as long as that of the initial charge.

BATTERY REQUIREMENTS/INSTALLATION FOR TRANSMITTER

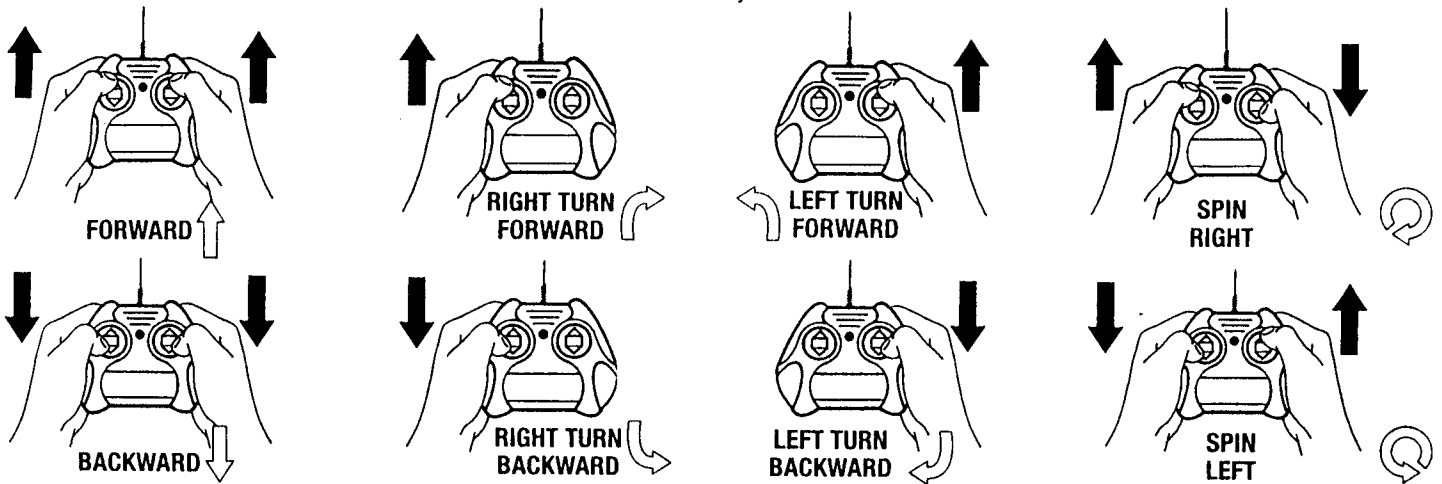


To operate your transmitter you will need a 9 Volt Alkaline Battery (sold separately). Remove battery cover as shown and install a new 9 Volt Alkaline Battery. Replace cover. Press either pad and the red LED light will come on. This will show you that the battery is good and the transmitter is ready for operation.

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

DIRECTION CONTROLS

Press pad(s) as indicated by solid arrows. Vehicle will move in direction as indicated by outline arrow.



PROPER OPERATION AND STORAGE OF YOUR VEHICLE

- Best operation** of vehicle is on an OUT-OF-DOORS textured paved surface to avoid furniture damage and minimize noise level.
- Always** operate your vehicle within a range of 75 feet from you.
- Always** operate your vehicle on dry surfaces away from cars and other full-size vehicles.
- Always** store your vehicle in a cool, dry place and off of painted or varnished surfaces.
- Avoid** water or damp locations which may damage the vehicle's electronics. If your vehicle ACCIDENTALLY gets wet and stops running, let it dry overnight before trying to run it again.
- Avoid** operating around CB radios, baby monitors, cordless phones, electrical appliances, electric baseboard heaters, high voltage electrical wires and large, steel-reinforced concrete buildings all of which may cause interference.
- Avoid** running your vehicle and another vehicle on the same frequency. If you want to race another vehicle, use a 27 MHz Tirestorm™ vehicle against a 49 MHz Tirestorm™ vehicle.

GUIDE FOR TROUBLESHOOTING - Check the points below if you are experiencing difficulty. Sometimes an apparent malfunction is the result of a simple cause and effect as shown below.

SYMPTOM	PROBABLE CAUSE	CORRECTION
Vehicle runs slowly or will not run. Tires will not expand and condense.	<ul style="list-style-type: none"> Loose battery connection or switch not ON. Weak or uncharged 9.6 volt vehicle battery. Weak 9 volt controller battery. 	<ul style="list-style-type: none"> Check battery connector and vehicle switch. Charge battery or replace. Replace with fresh alkaline battery.
Red light on controller doesn't light when either pad is pressed.	<ul style="list-style-type: none"> Controller battery weak or not connected. 	<ul style="list-style-type: none"> Check connections and replace battery if required.
Erratic operation or only short range possible.	<ul style="list-style-type: none"> Radio interference likely. 	<ul style="list-style-type: none"> Change location (see point 6, PROPER OPERATION SECTION)
Short vehicle battery life.	<ul style="list-style-type: none"> Initial charge will give 8 to 10 minutes of operation. 	<ul style="list-style-type: none"> Recharge vehicle battery. Once completely drained the battery will have longer life with each recharging. About 15 minutes of life is typical with this type of radio controlled vehicle.
Vehicle doesn't work after going through water or snow.	<ul style="list-style-type: none"> Water in the electronics area. 	<ul style="list-style-type: none"> Vehicle will take several hours to dry. Allow to dry overnight before trying again.

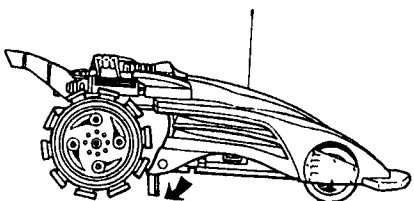
TRICKS AND STUNTS (for outdoors only)

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.

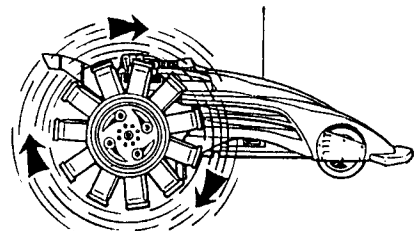
SIMPLE SKILL LEVEL

Kick Stand Burnout

- Lower Kickstand, and hold it down until the vehicle is placed on the ground



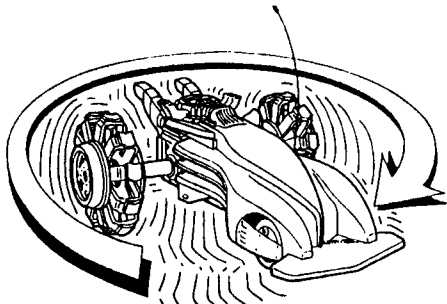
Push both control pads forward.



MODERATE SKILL LEVEL

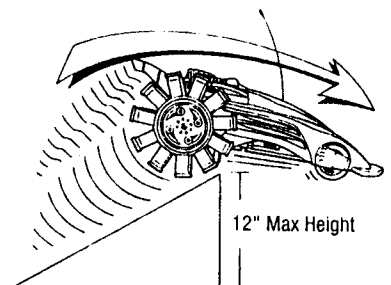
Spin

- Push control pads in opposite directions.



Ramp Jump

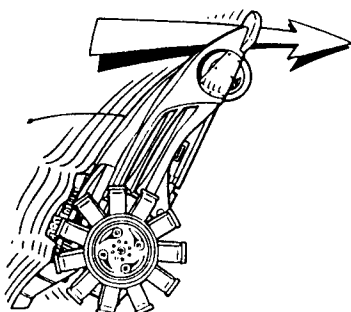
- Run vehicle over ramp at full speed. Ramp, 12" max height.



DIFFICULT SKILL LEVEL

Wheelie

- Lower kickstand, and hold it down until the vehicle is placed on the ground. Push both pads backwards, (until vehicle moves back about one foot) then push both pads forward. Note: Performs best on a high traction surface.



Flip Over Ramp

- Run vehicle over ramp at full speed. Reverse both control pads as soon as vehicle leaves ramp. Before vehicle lands push both pads back to forward position. Vehicle will begin flip and with practice can be made to do a perfect 360° flip. Ramp, 12" max height.

