

CAUTION: Do not play with the racer in the street.

1. Extend the transmitter's antenna to its full length.
2. Set ON/OFF on the transmitter and racer to ON.
3. Set the speed selector L <-> H on the back of the racer H (High) to drive the racer on a smooth, flat surface at a high speed. Set it to L (Low) to drive the racer over hills or rough terrain at a low speed.

NOTE: If it is difficult to move the switch, slightly rotate the wheels by hand and try again.

4. Push the transmitter's speed control away from you to make the racer go forward. Pull the control toward you to make the racer go in reverse. The farther you push or pull, the faster the racer goes. Release the control to stop the racer.
5. Move the steering control left to turn the racer left, or right to turn the racer right. Release the control to drive the racer in a straight line.
6. When you finish driving, set ON/OFF on the racer and the transmitter to OFF.

NOTE: Do not touch the motor immediately after using the racer, as it might become hot during use.

RACING TWO OR MORE CARS TOGETHER

The racer and other radio-controlled cars use specific frequencies to operate. Cars with different control frequencies can race together without interference. Cars with the same frequency cannot.

The following chart shows the control frequencies available for the racer. If you buy more than one racer, check the stickers on the boxes to be sure they are different band numbers/colors for different frequencies.

Bands	Transmitter Frequencies	Vehicle Frequencies	Sticker Colors
2	27.045 MHz	26.590 MHz	Red
3	27.095 MHz	26.640 MHz	Orange
4	27.145 MHz	26.690 MHz	Yellow
6	27.255 MHz	26.800 MHz	Blue