



TROUBLESHOOTING

Before sending your car in for repair, please check for a solution below.

Problem	Possible Cause(s)	Solution
Car will not move.	Weak batteries or batteries	Install new batteries in remote control and recharge the car.
Car does not respond properly to remote control.	Car and remote not synced properly	Refer to sync section and re-sync your car and remote.
	Another RC car may be transmitting on the same radio frequency	Move to a new location where no other RC cars are present.
Car loses connection to remote control.	String car is in an enclosed area (garage)	Move remote to a large open area.
	Low battery in transmitter or vehicle.	Install new batteries in remote control and recharge the car.
Car battery is fully charged, but slower than normal.	Driving car fast for long at high speeds, causing motor to overheat.	Turn car off for 10-15 minutes.

SAFETY WARNINGS!

- Improper use of batteries may lead to overheating, breakage or leaking.
- Do not use batteries with new wires.
- Do not mix different battery brands.
- Install batteries with correct polarity. The flat side (negative terminal) of the battery should rest against the side of the car.
- Remove dead batteries immediately.
- Always use caution when handling the batteries.
- The car or remote will become unresponsive when batteries are low, at which point you should replace all batteries with new ones.
- Rechargeable batteries will not use the car for a long time.
- Avoid using near furniture or glass to prevent damage to these objects.
- Do not use the car in crowded areas to avoid injury or damage. Choose a safe location away from traffic.
- Do not use the car in wet or sandy environments.
- Do not use in a wet, sandy or muddy environment as car may become damaged.
- Do not modify or attempt to replace built-in original sensors on the remote or car. Doing so will damage the sensor and void the warranty.
- Do not pull on any wires that are part of the car. Such action may cause the wires to break and the car to stop working.
- Keep fingers, hair and clothes away from the car's spinning tires. Failure to do so may result in physical injury.
- Never leave the car at other people.
- Do not throw the car or purposely hit it with any object.
- Stay away from power sources such as fans, stoves, radiators, etc.
- This car has no user-serviceable parts. Do not attempt to modify components or circuit board.
- This toy is only to be connected to equipment bearing either of the following symbols: ☐ or ☐

RECHARGEABLE BATTERY:
This DRIFT MASTER uses an internal rechargeable battery and is not replaceable. If the battery no longer stays charged, dispose of it properly according to local disposal requirements.

CAUTION: If the rechargeable battery leaks fluid, avoid contact with eyes and dispose of the DRIFT MASTER.

Limited 90-Day Warranty

NORTH AMERICA

AMAX Group USA warrants to the original consumer that this product is free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, AMAX Group USA will repair or replace the car or remote control at no charge. The consumer is responsible for shipping the product to the warranty center ALONG WITH THE ORIGINAL RECEIPT evidencing that the product was purchased from an authorized AMAX retail partner and that the product is still within the 90 day warranty period. The consumer is responsible for the cost of shipping the product to the warranty center. AMAX Group USA will not be responsible for any damage to the product or damage that occurs in shipment or that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use or unreasonable use of the unit. AMAX Group USA reserves the right to repair or replace the product at its discretion. The cost of repairs made or attempted outside by third party individuals or companies. Any applicable implied warranties, including warranty of merchantability and fitness, are hereby limited to the duration of the express warranty. Consumer is responsible for any damage resulting from a breach of any applicable express or implied warranties are hereby excluded. States do not allow limitations on the duration of implied warranties and do not allow exclusions of implied warranties. Damage to the device from misuse and collisions in these instances may not apply.

REPAIR/REPLACE PRODUCT

If your product begins to malfunction, stop working, immediately contact our warranty center. If it is determined that a return is necessary, our warranty department will issue you an RMA number/ID and an address to the nearest return center for shipping the product to us. When honoring the warranty, AMAX reserves the right to replace the product with a new one.

IMPORTANT NOTICE:

We will reject and return to sender returns that are not accompanied by an AMAX issued RMA form and RMA number to make sure to contact our warranty center before attempting to return your product.

PREPARATION FOR SHIPPING YOUR PRODUCT:

Please make sure product is in a durable box, centred in the original caron, and send it prepack and adequately insured. Include the RMA form that was issued by our warranty department along with your daytime telephone number and email address inside the shipping box. If your RMA has expired and you still require service please contact our customer care team. For further information please send an inquiry to: customerservice@amaxbrands.com

IMPORTANT NOTICE!
DO NOT ATTEMPT TO SHIP YOUR PRODUCT BACK WITHOUT FIRST CONTACTING OUR WARRANTY DEPARTMENT AT:

Email: customerservice@amaxbrands.com

FCC Part 15 C Notice

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

NOTE: 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 experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

PRODUCT BATTERY REMOVAL INSTRUCTIONS:

The internal battery is user-replaceable. Product disassembly and battery removal must be performed by an adult. Do not puncture, cut, heat, compress, or damage the product during disassembly. Ensure the product is turned off, then use a screwdriver to remove all screws. Separate the product body halves to expose the internal battery. Use a pair of pliers to carefully remove the battery wires from the battery. Then carefully wrap the cut end of each wire with tape to insulate it. Repeat this process for all battery wires until the battery is completely separated from the rest of the product. Dispose of the battery in accordance with your local battery recycling regulations.

Battery charger used with the electric toy shall be regularly examined for damage to the supply cord, plug, enclosure, or other parts, and in the event of damage, it shall not be used until the damage has been repaired.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with a minimum distance of 20cm between the radiator and any part of your body. (For Car)

WARNING:
DONG 5624R0 - Small Parts.
Not for Children under 3 years.

Conforms to safety requirements of ASTM, CPSIA and FCC.

This product is manufactured by Amax Group
Office No.303# Wing Commercial Building 1A-1L, Tung Choi street, Mongkok, Kowloon Hongkong
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POWER CRAZE DRIFT MASTER



INSTRUCTION MANUAL

Thank you for purchasing the DRIFT MASTER. With proper care, your new DRIFT MASTER will provide you with many hours of enjoyment. Please read this instruction manual completely before using the product for the first time and then keep this manual in a handy place for future reference.



Colors and styles may vary slightly.

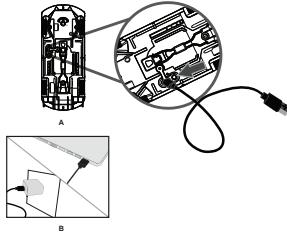
PACKAGE CONTENTS

- 1 DRIFT MASTER RC Car
- 1 2.4G Wireless Controller
- 1 USB Charging Cord
- 1 Instructional Manual
- 1 Additional set of standard tires
- 1 Screwdriver

CHARGING THE BATTERY

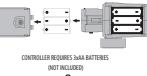
1. Turn off the DRIFT MASTER, remove the dust plug from the bottom charging port, and plug the included USB charging cable into the charging socket on the bottom of the DRIFT MASTER (see diagram A).
2. Connect the other end of the USB cable to either your computer's USB port or a UL/CE-approved USB wall charger (see diagram B). **IMPORTANT:** If using a high-speed USB wall adapter make sure that the output is less than 2A to prevent the DRIFT MASTER from charging. Turn the car upside down for safety reasons and not allow the DRIFT MASTER to scoop a charge. The CHARGE indicator light turns red while the charging is in progress and green when the DRIFT MASTER is fully charged.
3. The charging time may vary depending on the remaining percentage of charge the battery has left in it from previous use. Average charging time is approximately 75-90 minutes. The car operates for approximately 18-20 minutes on a full charge.
4. Once the car is fully charged, the DRIFT MASTER turns on when the battery is fully charged.
5. **LOW BATTERY INDICATION:** When the battery level of the vehicle becomes low, the lights on the vehicle will start flashing, indicating that it's time to recharge the vehicle.

***SAFETY TIP:** Periodically examine the USB charging cord for external damage. External damage to the charging cord may result in the risk of fire or electric shock. Never use a damaged charging cord or compromised wall adapter.

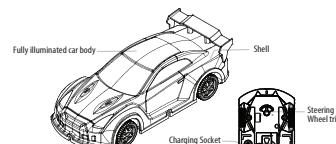


INSTALLING BATTERIES INTO THE REMOTE CONTROL

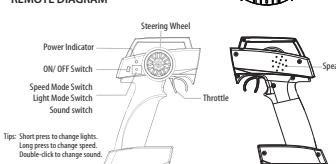
1. Turn the DRIFT MASTER upside down with the battery door facing you. Secure the controller with one hand and with your other hand place your thumb over the battery cover and slide it in the direction of arrow C. Insert 3 AA batteries (not included) into the battery compartment. Make sure to match the polarity (+/-) of the batteries with the markings in the battery compartment. Replace the battery cover by sliding it on in the reverse direction and you hear a 'click' sound nothing that the cover is locked in place and secure.



CAR DIAGRAM



REMOTE DIAGRAM



Tip: Short press to change lights. Long press to change speed. Double-click to change sound.

SYNCING YOUR DRIFT MASTER

Your DRIFT MASTER utilizes an automatic 2.4G digital channel selection system that allows up to 8 individual players to race at the same time in the same wireless range without interference.

FOR SOLO PLAYERS:

1. Before starting, make sure that the power on the remote control and car are in the OFF position.
2. Turn the on/off power switch on the bottom of the truck next to the charging socket.

3. First press and hold the sync button on a flat surface. The lights will be flashing rapidly letting you know that the car has power and is ready for syncing.

4. Next turn ON the remote control. The lights should stop flashing and immediately become solid indicating that you have successfully synced your DRIFT MASTER.

*Note: If you are unable to sync, make sure that both the controller and car are properly installed in the controller and car and then turn both off and repeat steps 1-3 above.

FOR MULTIPLE PLAYERS:

4. After starting, make sure that the power on all the cars and all the controllers are in the OFF position.
5. Following one by one sequence, each player should sync their car one at a time by following steps 1 to 3 above.

6. **IMPORTANT:** after syncing each car, make sure to leave each car ON until all players have completed the syncing process.

7. If there is an interference problem, all players must turn off their controllers and cars and restart the process again.

HOW TO OPERATE YOUR DRIFT MASTER:

LIGHTS SETTINGS

Your DRIFT MASTER comes with 5 light settings. With a short press, you can cycle through the following lighting modes: steady on, slow flash, fast flash, breathing, and off. Each mode offers a unique lighting experience, enhancing the car's visual appeal and atmosphere (see diagram D).

SOUND SETTINGS

Your DRIFT MASTER remote controller comes with a lively and fun music mode, adding extra excitement to your driving experience. Simply double-click the music button to turn the music on or off at will. Enjoy dynamic sound effects with every drift, making you feel like you're on a real race track! (see diagram E)

SPEED SETTINGS

Your DRIFT MASTER comes with 2 speed settings for beginner and more advanced drivers. **SLOW MODE:** The Default setting when you first turn on your DRIFT MASTER is **SLOW**. For beginner drivers we suggest you start in the **SLOW SPEED** setting (SEE SPEED MODE SWITCH DIAGRAM F). In the low speed setting your DRIFT MASTER has functions in the high speed setting but the speed is greatly reduced. As you become more advanced and beginner drivers are just learning how to control their new vehicle. In the **HIGH SPEED** setting the DRIFT MASTER can reach its maximum speed of 20MPH. You can switch through the 2 speed settings by long pressing the "speed" button. The audible 'beeps' indicate which speed setting you are in. For example. 1 beep stands for slow 2 beeps stands for high speed.



REACHING TOP SPEEDS

The DRIFT MASTER has been clocked at speeds above 20MPH. To achieve the vehicle's top speeds, you must first have to race the car in a large open outdoor space with a fairly smooth and hard surface. Make sure you have at least 30ft of length and width to race the car in the same wireless range without interference. Next make sure your controller speed setting is set to **HIGH SPEED** mode. Now make sure the drift master is in the **ON** position. Make sure the car is in a fairly straight line without steering wheel input.

Now you can let go of the steering wheel and allow the car to be held in line by the automatic car system.

From zero start the car forward, gradually and consistently pulling back the throttle until the drift master hits the back wall of the controller.

PRO TIP: You will need to make very tiny left / right steering inputs to keep the DRIFT MASTER in a straight line while you push the DRIFT MASTER to maximum velocity!

*Read condition, environmental condition and operator skill can affect performance.

STEERING WHEEL TRIM ADJUSTMENT



If the car pulls to the right or left, you may need to adjust the steering wheel trim on the bottom of the car from time to time to keep your DRIFT MASTER driving straight. (see diagram G)

ENHANCED PERFORMANCE TIRES

Your DRIFT MASTER comes equipped with a pair of enhanced performance tires. These tires reduce internal air compression, providing improved control on smooth or slippery surfaces. They are perfect for indoor and outdoor racing when extra precision is needed on smooth tracks.

STANDARD TIRES: For off-road adventures or rough surfaces, you can use the included screwdriver to replace the tires with standard ones, ensuring better grip and durability on challenging terrains.

NOTICE: Please use the screwdriver to replace the tire (see the diagram H).

