

Instruction sheet

Contents:

1 x Scan2Go RC car - 1 x Remote Control - 16 Scanning cards - Instruction sheet

Scan2Go R/C Car Specification

The Scan2Go R/C Racer consists of a handheld remote control unit and a motorized car with projector light and sound. The R/C car uses 4xAA batteries. The remote control unit uses 3xAA batteries. R/C car functions (FWD, BWD, LEFT and RIGHT), the R/C also offers 5 additional functions that are unique in this design. The additional functions are available after certain barcode cards have been scanned on the onboard card reader. The functions are **Turbo/Power, Program, Horn, Projector and Sounds**.

There are 2 modes of operation in the R/C unit. They are the **R/C Mode** and **Card Reader Mode**.

The R/C Unit

Power Switch

It is a 3-position slide switch

Position:

R/C Mode
Power Off
Card Reader Mode

LED

There is a RED and GREEN LED light to indicate various modes and events

Event/Mode

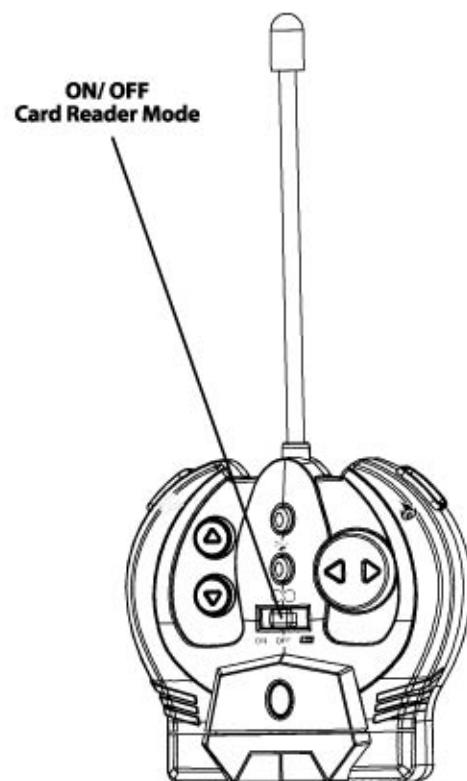
Power Off
R/C Mode

Card Reader Mode Idle
Card Inserted
Scan OK
Scan Fail or Wrong ID
Program Memory Full

LED

Off
On - Red light

Blinking - Red light
Light Off
Blinking - Red and Green light
Light Off for 2 sec
Green light On for 4 sec



R/C Mode

The R/C Mode is the play mode for the kids. The 4 basis functions (FWD, BWD, LEFT and RIGHT) are available all the time while the other functions (Turbo/Power, Program, Horn, Projector and Sounds) are only available after the appropriate cards have been scanned in Card Reader Mode.

Card Reader Mode

The Card Reader Mode is for card scanning only. All R/C functions are disabled. The data or functions of the scanned cards are stored in the memory for usage in the R/C mode when the appropriate key or event is activated. Some cards need to match the car ID and some will cause immediate response at the car when scanning. The data from the last scan always overwrites the data from the previous scan in all locations. The Actions/Patterns locations will always accumulate data up to **32 commands** before memory full alarm (Green light - On) is activated and accept no more scans.

R/C and Turbo functions (Turbo and Power Cards)

Turbo is only available after the Turbo and Power card sets have been scanned. The card sets are the same card sets used for the **Scan2Go Racers**. Turbo is activated when the turbo key is pressed in association with the other R/C keys. The turbo key does not work alone. The turbo power (duty) is assigned by the Power Cards Level 1 to 12. The turbo will be active as long as the key is held down. When the key is released, the duty returns to normal speed and the turbo count is deducted by one count. The Turbo Cards set the turbo counter value from 1 to 6 times. When all the counts have been used up, turbo is no longer available to the kids until another set of the cards have been scanned. A one-shot Spirit sound will accompany the turbo if the Spirit Card has been scanned in the memory.

Program (Action and Pattern Cards)

The Program key, when pressed in R/C Mode, automatically activates sequence of preset car actions and movement patterns. The preset commands are stored in the R/C memory and are programmable by scanning the appropriate cards in the Card Reader Mode. The kid scans the cards one by one in the exact sequence that he/she wants the actions/patterns to be performed. The memory has 32 steps capacity. All movements are at normal speed. The existing program will be memory in the car until a new set of scanning overwrites the data from the previous scan. All other functions are disabled. Kids can push the program button again to stop the action immediately.

Programmable Action Table

- | | |
|------------------|-------------------|
| 1. Forward | 5. Backward Left |
| 2. Backward | 6. Backward Right |
| 3. Forward Left | 7. Stop |
| 4. Forward Right | |

Programmable Pattern Table

- | |
|----------------------|
| 1. Forward Cycle |
| 2. Forward "S" shape |
| 3. Forward "8" shape |

Horn (Horn Card)

The horn sound is activated by pressing the horn key. There is 1 Horn Card to preset the (4 random) horn sounds. The car responds immediately by sounding the horn when the card is scanned. If no card has been scanned or the car is power off when scanning, there will be no horn sound available. The existing horn sound will be memory in the car until a new scanning overwrites the data from the previous scan.

Projector (Spirit Card)

The Projector key turns on the Projector light (LED) in the car to project a Spirit image. As long as the key is held down Light ON. The car stops and outputs a one-shot (4 random) spirit sound while the projector is active. If no Spirit Card has been scanned or the car is power off when scanning, there will be no spirit sound. The existing spirit sound will be memory in the car until a new scanning overwrites the data from the previous scan.

Other Sounds

Besides the sound effects described above, there are automatic sounds associate with the car movements and events. These sounds are not available until the appropriate cards have been scanned.

Engine Sound (Engine Card)

There is 1 Engine Card available. The engine card activates (4 random) sound effects associate with the engine stored in the car. If the car is power off when scanning the card, there will be no engine sound effects. The existing engine sound will be memory in the car until a new scanning overwrites the data from the previous scan.

Tire Sound (Tire card)

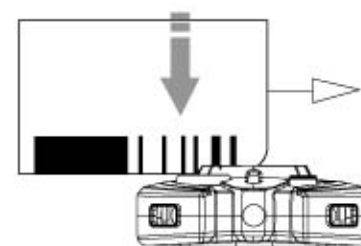
There is 1 Tire Card available. The tire card activates (4 random) sound effects associate with the tires stored in the car. If no tire card has been scanned or the car is power off when scanning, there will be no tire sounds. The existing tire sound will be memory in the car until a new scanning overwrites the data from the previous scan.

Scan Cards Process

There are three sets of cards: Turbo and Power Cards, Action and Pattern cards and Sound cards. After power up the RC car and switch the remote control unit power switch to Card Reader Mode, Kids can start to scan the card sets one at a time as shown in the picture below. It does not matter which card you scan first. Immediately after scanning a card, the Red and Green LED light will blink. It indicates that the card has been successfully scanned. If scan fail or wrong ID all LED light will Off for 2 sec. Please check the card ID and then simply just scan the cards again.

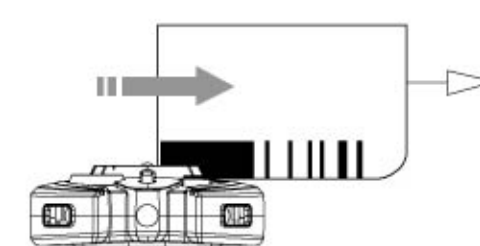
1st Step

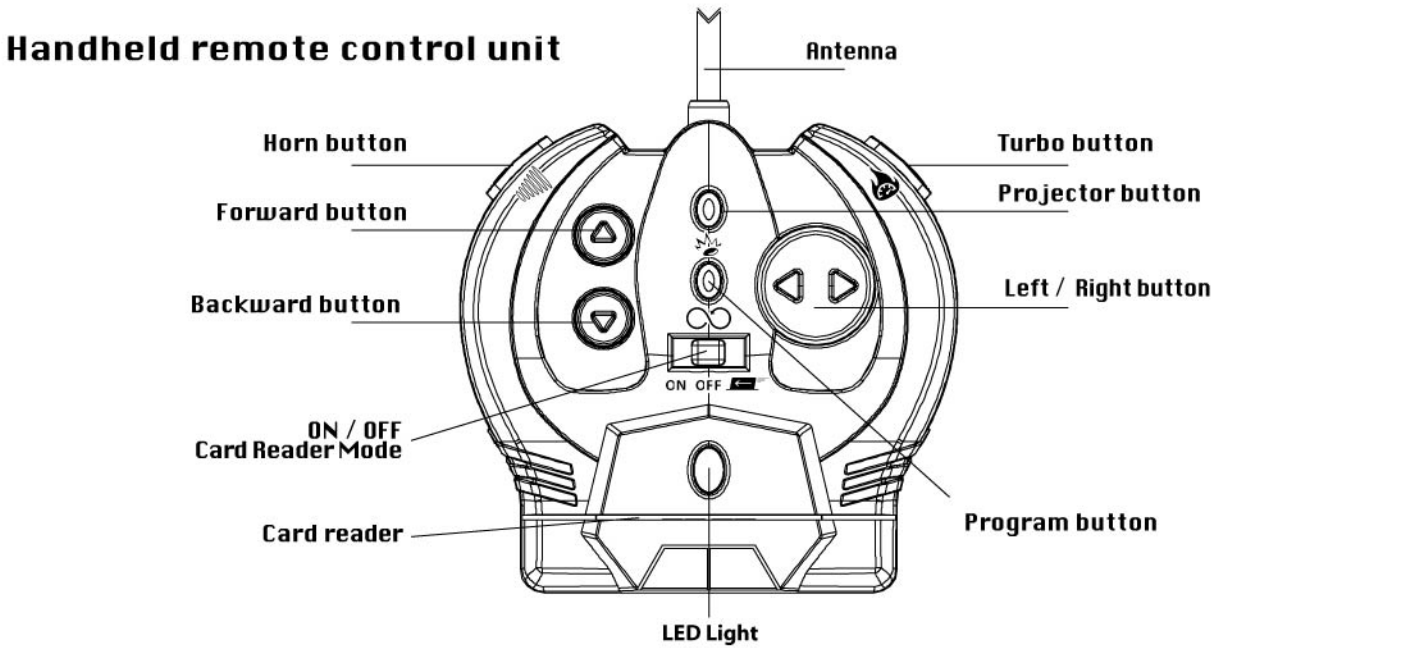
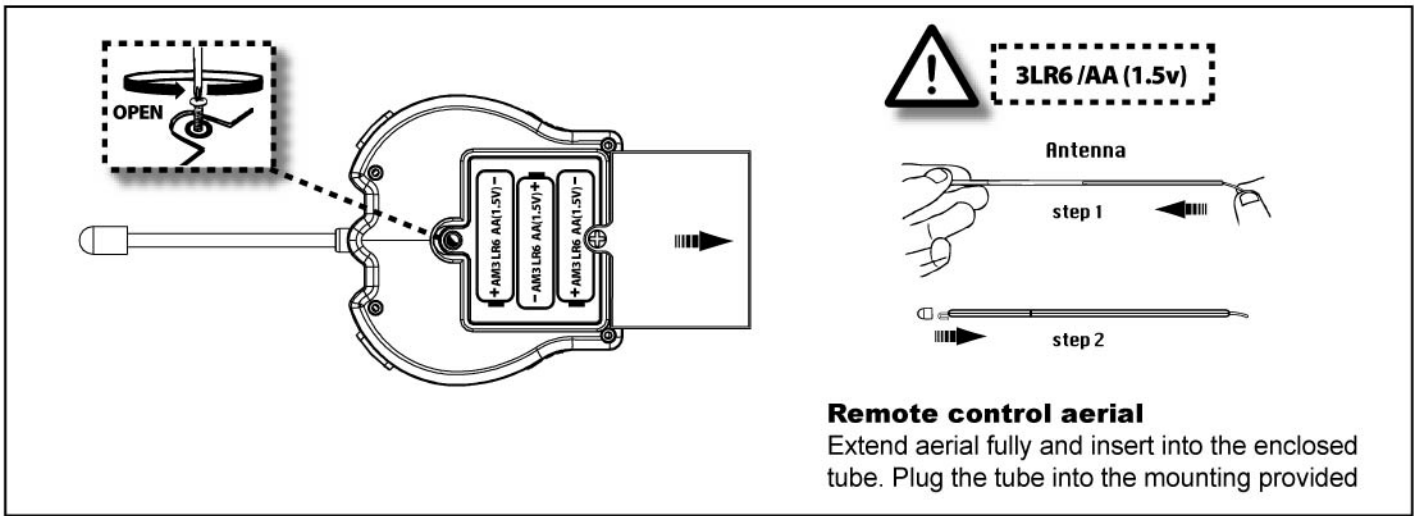
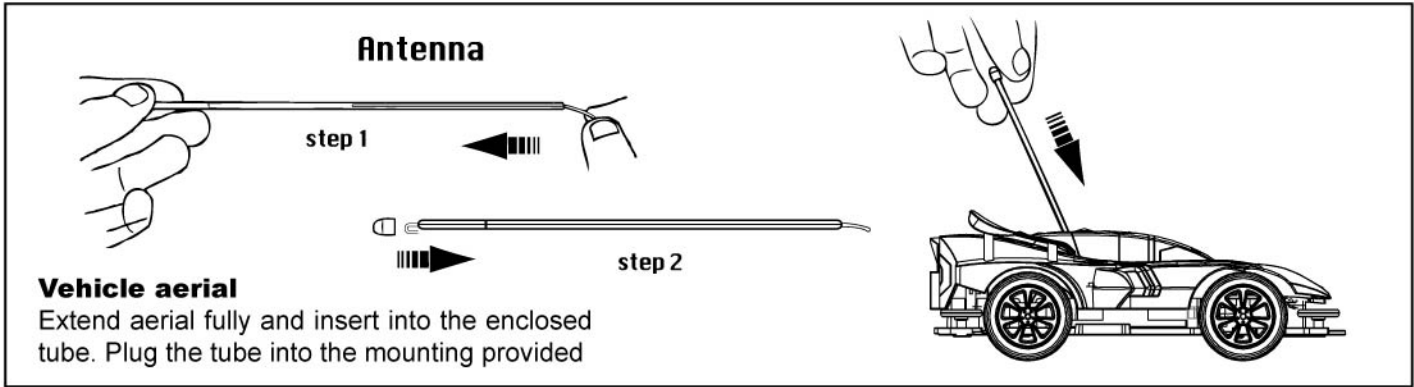
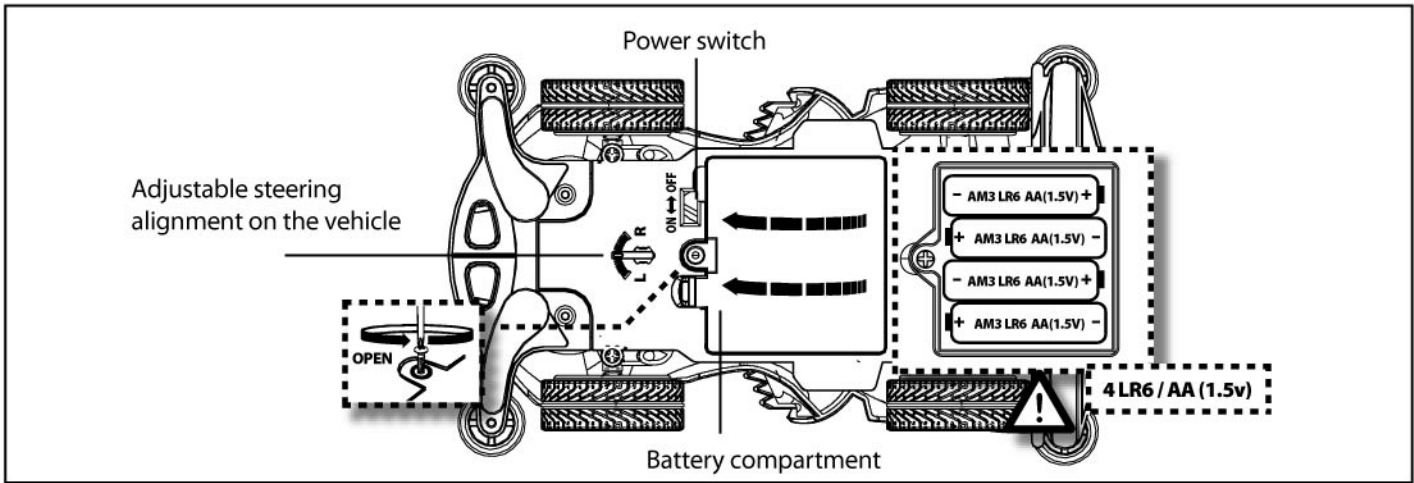
Place the card vertically into the slot.
(The barcode should face you)



2nd Step

Scan the card across the slot quickly and firmly





POWER Cards: Set the duration of POWER level from 1x - 12x. There are different cards for each car. These cards can not be activated on another car. Collect all 12 Power Cards (sold separately).

TURBO Cards: Set the total number of TURBO BOOST charges from level 1x - 6x. There are different cards for each car. Collect all 6 Turbo Cards (sold separately).

Safety Precautions:
Keep hands, hair and loose clothing away from the tires and the wheel hubs when toy is operational.
Do not operate your toy on a public street. Avoid hitting people, pets or home furnishings.
Users should keep strict accordance with the manufacturer's instruction while operating the product.

Care and Maintenance:
Wipe the toy(except the slot part) gently with a clean damp cloth. Only use a thin dry brush to clean the slot.
Keep the toy away from direct sunlight and/or direct heat.
Do not submerge the toy into water as that can damage the electronic assemblies.

Special Notes:
Hair, carpet or dirt can affect the operation of the toy.
If your toy gets wet, wipe with a towel and allow to dry completely.
You are advised to replace with new batteries as soon as the function becomes weakened.
Do not attempt to replace any accessories or parts of the toy as it is not a kit assemble toy.

- Warning**
1. WARNING! Not suitable for children under three years. Risk of choking due to small parts that may be swallowed! Please keep this packaging information for any possible correspondence. Subject to technical change and change of color. Adult help is required to remove the securing devices.
 2. The manufacturer is not responsible for any radio or television interference which might be caused by unauthorized modifications to this equipment. Modification of this nature may invalidate the user's consumer rights.
 3. Picture may differ from actual product.
 4. Retain packaging and instruction sheet as it contains important information.
 5. Antenna assembly require
 6. Make sure the car is switched 'OFF' when not in use.
 7. Never lift the vehicle up while the wheels are still turning.
 8. To avoid accidental operation the transmitter must be switched on before the vehicle. When switching off, always switch the vehicle off and then the transmitter.
 9. Requires 4xAA 1.5V batteries (not included) for car, and it requires 3xAA 1.5V batteries (not included) for controller. Only use alkaline batteries.
 10. Only use the batteries specified! Put positive and negative pole in the right place! Do not throw away used batteries in the household garbage, but only give them to the collection station or dispose of them at a special garbage depot. Remove empty batteries from the toy. Non-rechargeable batteries must not be recharged. Before charging remove rechargeable batteries from the toy. Rechargeable batteries must be charged under adult supervision only. Do not use different types of batteries and do not mix new and used batteries. Do not short-circuit connector clips. Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
 11. To obtain the best result we recommend using only alkaline batteries or rechargeable NiMH battery packs with the vehicle.
 12. Batteries should be inserted and removed by an adult.
 13. Remove batteries when toy not in use for long periods of time.
 14. This product should be used under adult supervision.
 15. Wires are not to be inserted into socket-outlets

The meaning of the symbol on the product, packaging or instructions. Electrical appliances are valuable products and should not be thrown in the dustbin when they reach the end of their serviceable life! Help us to protect the environment and respect our resources by handing this appliance over at the relevant recycling points. Questions related to this matter should be directed to the organization responsible for waste disposal or your specialist retailer.

Trouble Shooting:

Symptom	Cause	Correction
Car runs slowly or does not operate	<ul style="list-style-type: none">* Car main switch (on chassis) is not in the "ON" position* Remote Control unit power switch is not in the "ON" position* Loose battery connection* Batteries not placed in compartment correctly* Batteries power exhausted* Are any other remote control devices close by which might be transmitting on the same frequency* Are there walkie-talkies or CB radios in the vicinity that might cause interference	<ul style="list-style-type: none">* Switch on the power* Switch to ON position* Check battery connection* Check that the batteries are put in compartment correctly* Replace all with new "AA" size alkaline batteries* Stop the vehicle wait until the other vehicle finish* Turn Off the walkie-talkies or CB radios
Remote Control unit cannot receive any command operations, or light flashing not correct from card scanning	<ul style="list-style-type: none">* The card slot has accumulated dust* Batteries power exhausted* Wrong cards scanned	<ul style="list-style-type: none">* Use a thin dry brush to sweep dust* Replace all with new "AA" size alkaline batteries* Scan with correct cards* Turn the remote control unit power switch to "OFF" position then back to "Card Reader Mode"* Avoid use under direct sunlight



All NewBoy products have been carefully selected to conform to European, American and Arabian Toy Safety Standards.

d-rights 4+
Model NB905637 27 MHZ(A)
Model NB905638 27 MHZ(B)



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EN B)Declaration only for the Domestic RAEE
INFORMATION FOR THE DOMESTIC APPLIANCES USERS

In accomplishment of the Directives 2002/95/CE, 2002/96/CE and 2003/108/CE, relating to the reduction of the usage of dangerous materials into the electric and electronic appliances, and also to the waste disposal. The symbol of the crossed bin which is on the device or on the packaging signifies that the product at the end of its working life must be collected separately from the other waste materials. Therefore, the user will have to give the appliance at the end of his life to the appropriate centres for the separate collection of electronic and electrotechnical wastes, or give it back to the retailer while purchasing a new device of equivalent kind, in reason of one to one. The appropriate separate collection for the following sending of the unused appliance to the waste recycling, to the treatment and to the disposal compatible with the environment contributes to avoid possible negative effects on the environment and on the health and favours the reuse and/or recycling of the materials which the appliance is made of. The unauthorized disposal of the product by the user involves the application of the sanctions of which at the current regulations of law. For further information related to the collecting systems contact the local competent authorities.

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.

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 an experienced radio TV / technician for help.

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All NewBoy products have been
carefully selected to conform to
European, American and Arabian
Toy Safety Standards.

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Model NB905637 27 MHZ(B)
Model NB905638 27 MHZ(A)

4+ C € 0359

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