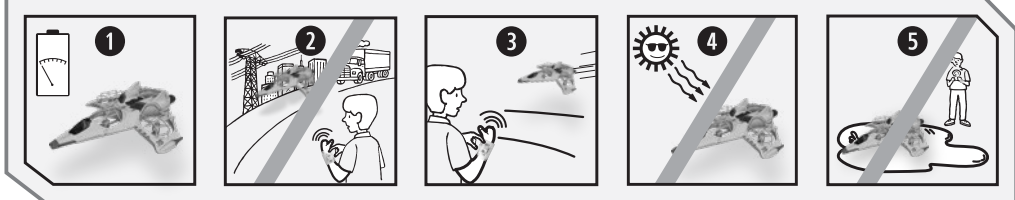


HGV85-0970_I/S_DOM

Size: 445.5mm x 210mm

G1: Updated Fly Mode & TX.

5: CONSUMER INFORMATION



TIPS & HINTS

1. When your spaceship starts to lose power, it may lose functionality or performance. This means it's time for fresh batteries. Your spaceship's running time may change depending on flying style and flying environment.
2. Radio interference can make your spaceship run poorly. Interference can be caused by other RC vehicles running on the same frequency, electrical wires, large buildings, CB radios, or other wireless gear. Try to stay away from these!
3. Point your wrist communicator up, and not down toward your spaceship. If your spaceship gets too far away, it won't work properly.
4. Don't store your spaceship near heat or in direct sunlight. Always turn switches OFF and remove all batteries before storage.
5. Don't fly your spaceship on sand or through water or snow. Do not immerse in water. If your spaceship and/or wrist communicator does get wet, wipe it with a towel, remove batteries, and allow to dry completely overnight. Replace with fresh batteries before next use.
6. When exposed to an electrostatic source, the spaceship and/or wrist communicator may malfunction. To resume normal operation, remove the batteries from the wrist communicator and reinstall them after 5 seconds and/or switch the spaceship off then back on again.
7. Play safely! Do not fly the spaceship on the street!

SAFETY TIPS

- DO NOT grab spaceship while in motion.
- Keep fingers, hair, and loose clothing away from the propellers while the spaceship is switched ON.
- Adult supervision is recommended when this spaceship is being operated.

BATTERY SAFETY INFORMATION

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity (+ and -).
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.



Protect the environment by not disposing of this product or any batteries with household waste. This symbol indicates that this product shall not be treated as household waste. Check your local authority for recycling advice and facilities.

5

REPAIR & MAINTENANCE

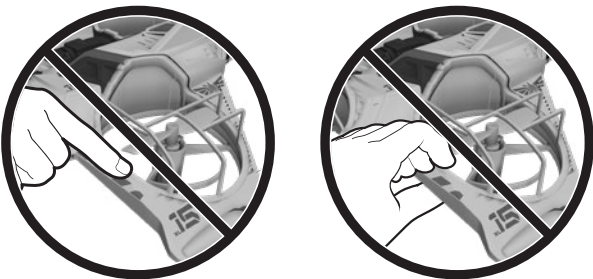
- Use clear household tape to repair tears, creases, or cracks. Use sparingly as added weight will affect performance.
- Dirt or mud on the spaceship can affect its operation. Use a clean, dry cloth to remove any dirt immediately. If the spaceship gets wet, turn it off and allow it to dry completely overnight.

NOTE: The spaceship may malfunction when it is exposed to an electrostatic source. To resume normal operation, turn the power OFF and ON again.

Note to Adults: To remove and dispose of the Li-ion rechargeable battery safely, turn off the spaceship, cut out the battery from the foam casing, and use scissors to cut the wires. Next, wrap the wire ends with tape to isolate the Li-ion battery and dispose of it in accordance with your local laws.

CAUTION: HARMFUL IF TOUCHED WHILE IN USE

- Never grab/touch the spaceship when the propellers are in motion.
- Stand back from the spaceship when operating.
- To prevent entanglement, keep all hair away from moving parts.
- Surfaces may become hot and cause burns if electronics get wet.
- Do not attempt to grab a rotating propeller.
- If the propeller(s) is/are damaged, do not fly the spaceship.
- Flying with damaged propellers may lead to injury.



FOR PRODUCT SOLD IN USA

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.
- 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.

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

6

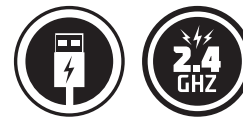
Disney · PIXAR
LIGHTSaber

HotWheels
RC

8+

INSTRUCTIONS

1: CONTENTS



HOTWHEELS.COM

IMPORTANT: Please read all instructions before operating your spaceship.

Please keep these instructions for future reference as they contain important information.

Adult supervision is recommended when the spaceship is being operated.

For indoor use only.

CAUTION:

Surfaces may become hot and cause burns if electronics get wet. To prevent entanglement, keep all hair away from moving parts.

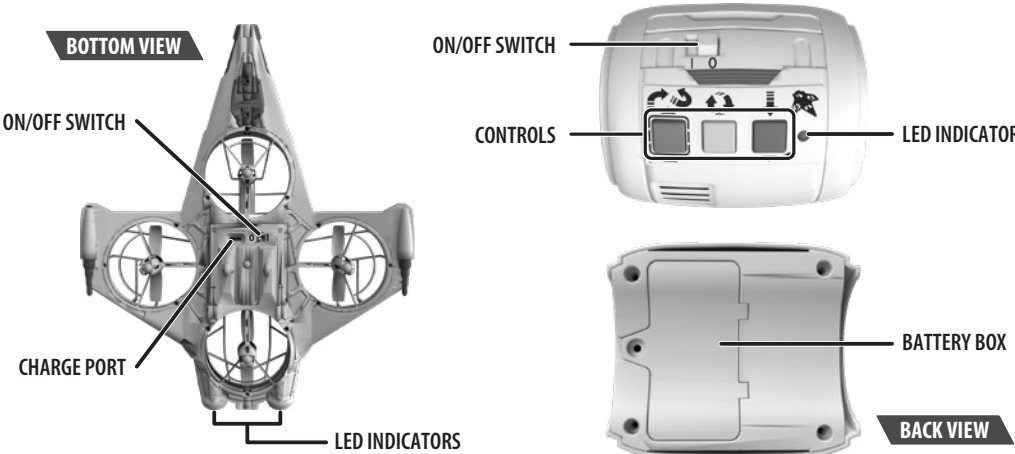
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HGV85-0970-G1_DOM

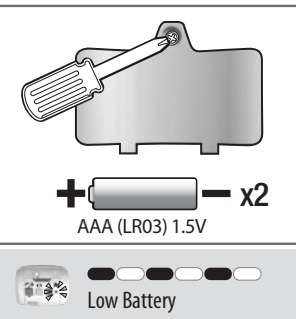
2: FEATURES



3: SET UP

A. WRIST COMMUNICATOR BATTERY INSTALLATION

1. Unscrew the battery cover with a Phillips head screwdriver (not included).
2. Install 2 AAA (LR03) 1.5V alkaline batteries (not included) with polarity (+/-) as shown inside the battery compartment. For longer life, use alkaline batteries.
3. Replace battery cover and tighten screw.
4. Replace batteries in the wrist communicator if the LED on the wrist communicator does not go on or if the spaceship does not respond well after a recharge.

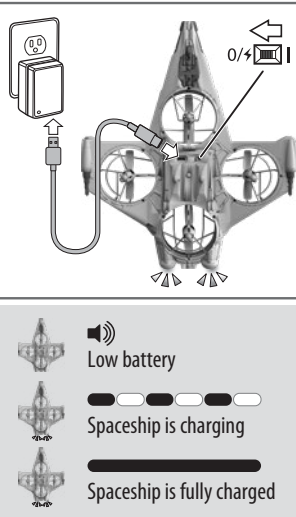


B. CHARGING THE SPACESHIP

The spaceship is powered by a permanently installed Lithium-ion (Li-ion) battery, and it must be fully charged before first use.

1. Switch off the spaceship by sliding the power switch to OFF (O/⚡).
2. Connect one end of the charge cord to the spaceship's charge port and plug the other end in to a 5V/1000 mAh USB charger (not included).
3. Charging will begin when the cord is connected. The blue LEDs on the back of the spaceship will take turns blinking as the spaceship is charging.
4. Both blue LEDs will stop blinking but will remain on for a while when the spaceship is fully charged. Unplug the charge cord when charging is complete. A full charge will usually take approximately 80 minutes. Charging time may vary.
5. Recharge the spaceship when you hear the low battery warning.

NOTE: Power switch must be in the OFF (O/⚡) position when charging the spaceship.



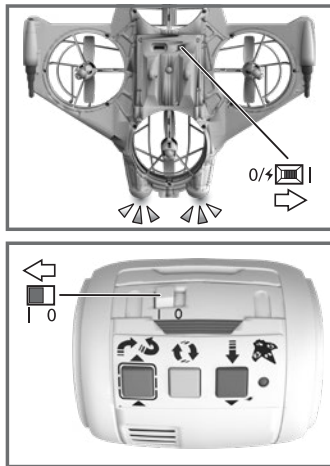
TIP: The battery will be hot after play. Wait at least 10 to 15 minutes until the battery cools down before recharging the spaceship.

2

C. PAIRING THE WRIST COMMUNICATOR AND SPACESHIP

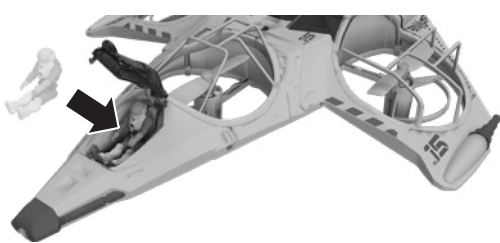
1. Slide the power switch to ON (I) on the spaceship.
2. Slide the power switch to ON (I) on the wrist communicator after the spaceship is switched on.
3. Pairing is complete when the LEDs change from flashing blue to solid blue on the back of the spaceship and on the wrist communicator.

NOTE: If the LED indicators do not stop flashing in approximately 10 seconds, switch the spaceship and wrist communicator off then back on to try pairing again.



D. LOAD FIGURE

Not for use with some figures.



4: HOW TO FLY

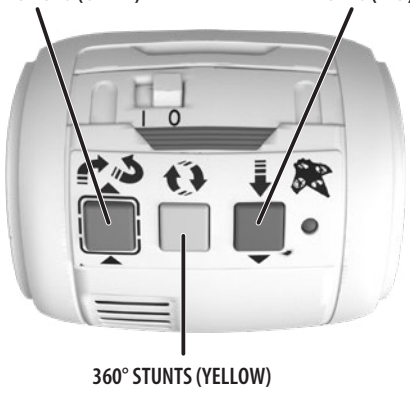
CHECKLIST

- ☐ Is the spaceship fully charged?
- ☐ Is the wrist communicator equipped with fresh batteries?
- ☐ Is the wrist communicator paired with the spaceship?

CONTROLS

FLYING MOTIONS (GREEN)

LANDING (RED)



NOTE:

- Operating range of the wrist communicator is up to 25 m (80 ft).
- The wrist communicator will go into sleep mode if left idle for approximately 5 minutes. To resume normal play, pair the spaceship and wrist communicator again by switching the wrist communicator off then on again.

FLYING TIPS

- A short beep will play when the spaceship receives your command.
- When the spaceship flies too far away from the wrist communicator, an "Out of Range" warning will play and the spaceship will automatically start landing.

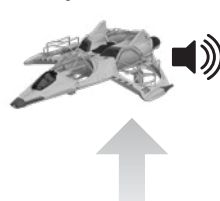
FLYING MOTIONS

1. Press the Flying Motions button to take off and start flying.
2. Press the Flying Motions button for various directional movement actions.

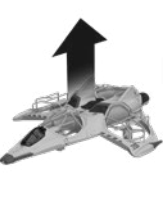
NOTE:

- The spaceship will not respond to any commands in the middle of a flying motion or stunt. Wait until the motion or stunt is completed before pressing any buttons.
- To preserve battery life, 360° stunts will be disabled once the spaceship's battery power is below 50%.

(1) Propellers on



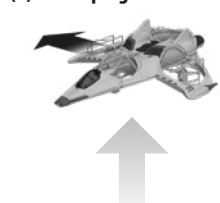
(2) Takeoff



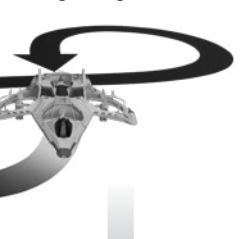
(3) 360° roll



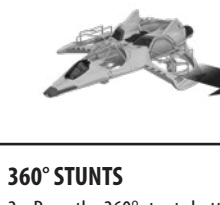
(8) Sideslip right



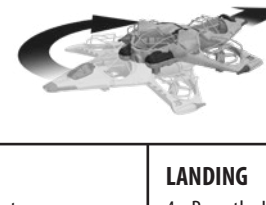
(4) Figure eight



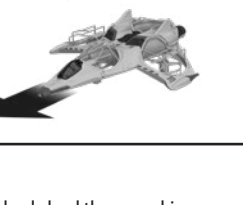
(7) Sideslip left



(6) Reverse

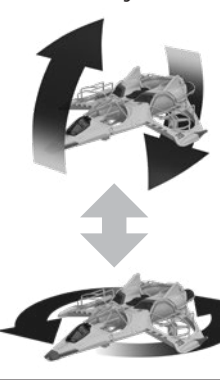


(5) Flypast



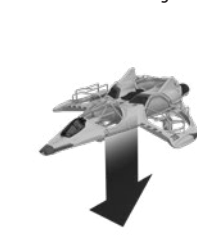
360° STUNTS

3. Press the 360° stunts button for 360° stunts at different heights.



LANDING

4. Press the Landing button to slowly land the spaceship.



NOTE: The spaceship will also automatically land if it is left flying for more than approximately 30 seconds without entering any new commands.

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