

Mighty Helmet Racers™
Radio Controlled Football Action

Ages 8 to Adult

Put on your game face, snap on your helmet, and race towards the Endzone with the Mighty Helmet Racers™ Go on offense by outrunning your opponent and TAKE IT TO THE HOUSE. Get back on defense fast or your opponent can go ALL....THE....WAY!

Pre Game

Step 1: BATTERY INSTALATION

Radio Controller

- 1) Unscrew the battery compartment cover located on the back of controller with a Phillips screwdriver and remove.
- 2) Insert 2 AA (1.5V) alkaline batteries into the controller. Make sure to insert batteries in the proper direction as indicated inside the battery compartment.
- 3) Replace the battery cover and tighten screw.

Battery Charger

- 1) Unscrew the battery compartment cover located on the bottom of the charger with a Phillips screwdriver and remove.
- 2) Insert 4 AAA (1.5V) alkaline batteries into the charger. Make sure to insert batteries in the proper direction as indicated inside the battery compartment.
- 3) Replace the battery cover and tighten screw.

Picture of Back of
remote controller
With cover removed
& batteries inserted

Picture of bottom of charger
With cover removed & batteries
being inserted

Step 2: CHARGING YOUR MIGHTY HELMET RACER™

- 1) Place the Mighty Helmet Racer™ on the charging station, located on top of the water cooler shaped battery charger.
- 2) Snap on the racer to charging station, making sure to secure into place so that the contacts on the bottom of the racer align properly with the contacts of the charger.

NOTE: The indicator on the charger lights up during charging. The red light will turn off once charging is complete

- 3) Once charging is complete, remove the Mighty Helmet Racer™ from the charger and place it on surface for racing

WARNING: Do not press controller buttons while Racer is snapped onto charging station.
Doing so may cause undesired battery drain.

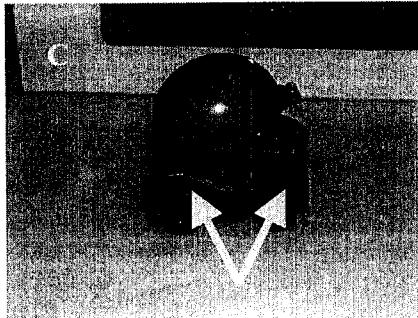
- * Picture top of charger showing connecting points.
- * Picture of bottom of chassis showing connecting points
- * Picture of Racer sitting on top of charger, with arrow suggesting to push racer down onto charger

Gearing up for the Big Game

Step 3: Preparing your MIGHTY HELMET RACER™

- 1) Snap on the team helmet onto the player's game face, making sure it is secured tightly within helmet via the 2 ear holes
- 2) Snap helmet with game face onto the base of the racer, making sure the helmet and face are faced in the proper direction. The Velcro Strip is located on the front of racer, while the MIGHTY™ bumper is located on the back of racer.
- 3) The game face connects onto the racer base via the cavity located on the bottom of the game face. Make sure the helmet is secured into place on the racer, by locking in face mask into locking piece & snapping down back of helmet on the MIGHTY bumper.

- a) Picture of helmet on game face –with arrows pointing to earhole to suggest locking in
- b) Picture of the chassis from the side with arrow pointing to the raised part that holds the Head. Picture of bottom of head with arrow pointing to the cavity that connects to the chassis
- c) Picture showing helmet attached to chassis from the side – with arrow pointing to where the face mask is held into place (“locking piece”) & where helmet snaps down in back of racer



Game Time!

Step 4: Racing your MIGHTY HELMET RACER™

- 1) Push the Forward, Backward, Left and Right buttons to maneuver your Mighty Helmet Racer™ towards the endzone!

NOTE: The output indicator light on the controller will turn on once buttons are pressed

- 2) Adjust the steering of the Mighty Helmet Racer™ using the steering dial located on the bottom of the racer. Adjust with slight movements to the dial until desired steering action is achieved
- 3) Controller and Racer are controlled on specific radio frequencies, 27MHz or 49MHz. Make sure the controller and racer being used are operating on the same frequency.

Pick your favorite team helmet and put the 27MHz Mighty Helmet Racer™ up against the 49MHz Mighty Helmet Racer™ for helmet to helmet competition!

Picture of underside of racer with arrow pointing to steering dial

Trouble Shooting

For non-functioning Helmet Racers

- Make sure batteries are properly inserted in controller.
- Replace old batteries with new Alkaline batteries if necessary
- Make sure that the Mighty Helmet Racer™ are fully charged
- Make sure controller frequency corresponds to racer frequency
- Adjust positioning of the controller to determine the best communication between the controller and the racer.
 - Operating range of the Mighty Helmet Racer™ is approx _____ ft

For non-charging Helmet Racers

- Make sure batteries are properly inserted in charger
- Replace old batteries with new Alkaline batteries if necessary
- Make sure the connection between the Mighty Helmet Racer™ and charging station is secured as detailed in these instructions, and that indicator light is turned on

Hints & Suggestions

- Do not operate in sand, snow, or dirt
- Avoid water spills or puddles when racing. Do not submerge your Mighty Helmet Racer™, Charger, or Controller in water
- As racer loses power, you may experience loss of performance ability. Should this occur, simply recharge the Mighty Helmet Racer™
- Always select a safe place to operate your Mighty Helmet Racer™. Avoid racing on populated streets
- Keep fingers, hair and loose clothing away from the tires, wheel hubs and motors.

Safety Battery Precautions

- Do not dispose of batteries in fire; batteries may leak or explode
- Using different types of batteries or mixing old and new batteries is not recommended
- Use batteries that are the same of equivalent to those recommended on product itself
- The supply terminals are not to be short-circuited
- Non-rechargeable batteries are not to be recharged and used
- When not in use for an extended time, remove batteries to prevent possible leakage
- Batteries are to be inserted with the correct polarity

- Exhausted batteries are to be removed

Important

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.

- MODIFICATIONS NOT AUTHORIZED BY THE MANUFACTURER MAY VOID USER'S AUTHORITY TO OPERATE THIS DEVICE
- EMISSIONS OR INTERFERENCE OF SURROUNDING ELECTRONIC EQUIPMENT MAY AFFECT OPERATING PERFORMANCE

**DO NOT RETURN THIS ITEM TO RETAILER.
FOR QUESTIONS OR CONCERNS, PLEASE CALL
CUSTOMER SERVICE 1-800-566-2139**

For more MIGHTY information and to download your Mighty Bowl playoff brackets go to
www.mightyhelmetracers.com

PSG LOGO

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**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 needed.
- Consult the dealer or an experienced radio/TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.