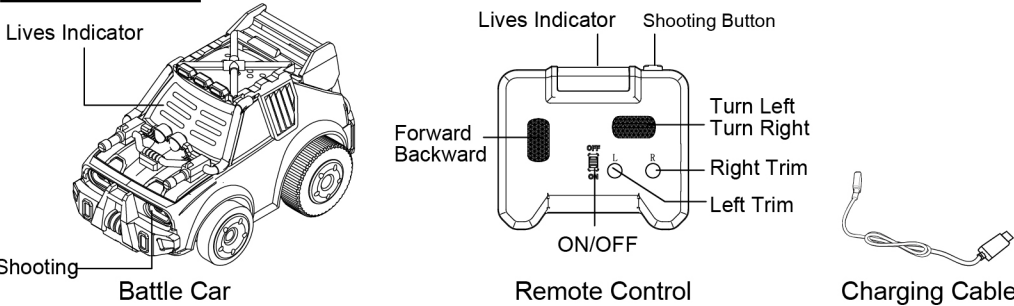


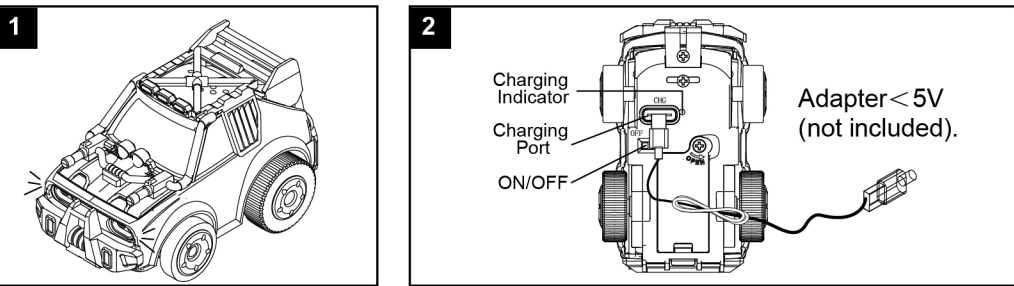
FUNCTION



CHARGING & REPLACING BATTERIES

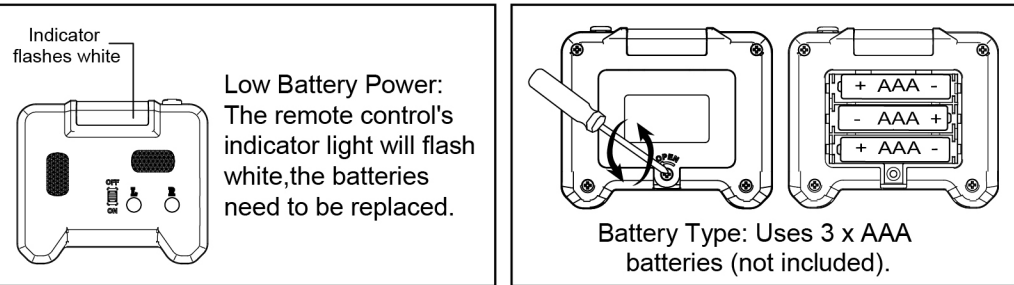
Charging Your Battle Car

- Low Battery Power:** When the car's battery is low, the headlights will flash, and the car will be inoperable. Needs to be recharged.
- How to Charge:** Turn off the car's power switch. Connect the included charging cable into a charging adapter(not included) and plug it into a power outlet. Then, plug the other end into the car's charging port at the bottom.

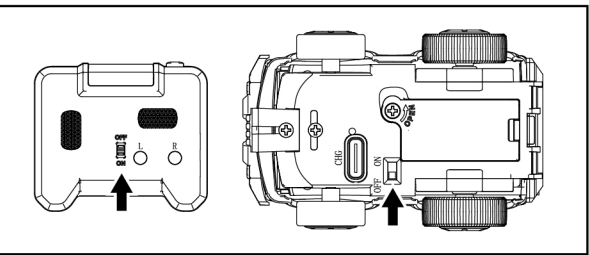


- **Charging Time:** 20-30 minutes **Playtime:** Approximately 60 minutes.
- **Charging Indicator:** When charging begins, the indicator light up. Once fully charged, the indicator light turns off.

Replacing Remote Controller Batteries



OPERATING INSTRUCTIONS



1. Turn On the Power

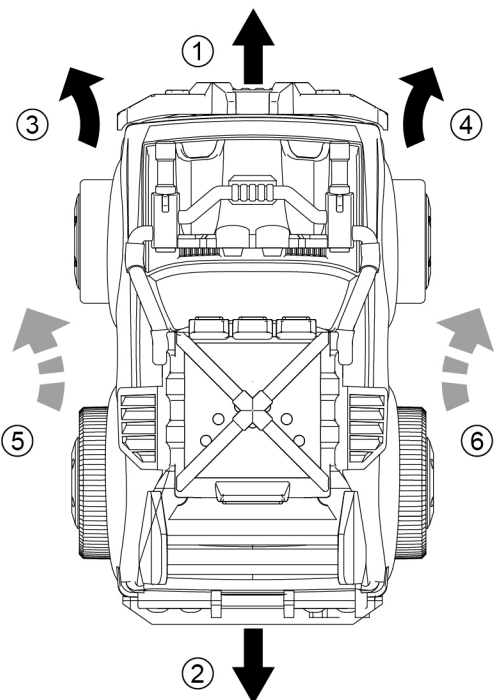
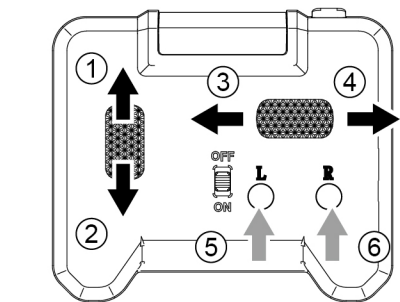
- Switches of both the car and the remote control. The will automatically pair. The car's headlights will light up once pairing is complete.

2. Remote Control Operation

- **Moving Forward and Backward:** Push the left direction button up to move the car forward. Push the left direction button down to move the car backward.
- **Turning right and left:** Push the top right direction button to the left to turn the car left. Push the top right direction button to the right to turn the car right.

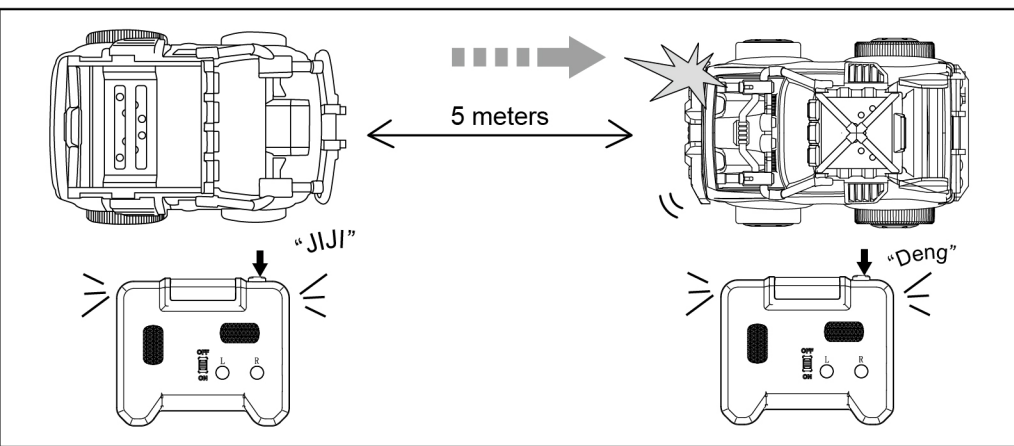
3. Direction Fine-tuning

- If the battle car drifts off direction, use the round buttons to fine-tune its direction. Press the left circular button to fine-tune the battle car's direction to the left. Press the right circular button to fine-tune the battle car's direction to the right.



4. Battle Function

- Shooting:** Move your battle car close to the opponent's car (within 5 meters) and point the car's front at it. Press the shooting button on top of the remote controller to fire a shot. The controller will emit a 'chirping' sound, the indicator will flash and the car's headlights will flash as well.
- Hit Response:** When a player's car is hit by an opponent's fire, the car will vibrate, the windshield will blink red, and 1 life will be lost. The remote controller will emit 'deng-deng' sound.



- Life Counter:** There are five colors: white, green, yellow, blue, and red, each representing 2 lives. When the white light is on, life count is at its maximum of 10. When one life is lost, the current color light will start flashing, indicating that only one life remains in that color. When another life is lost, the light will change to the next level color. When all lives are lost, the car's windshield will continuously flash red, and the car will no longer be operable. To start the next game round, please turn off and then turn on the battle car's power.

Lives Counter Diagram

Windshield Color	WHITE	GREEN	YELLOW	BLUE	RED
Remaining Lives	10 9	8 7	6 5	4 3	2 1
	Solid light	Blinking			

Power-saving mode:

- The remote controller will automatically enter power-saving mode if no operation is detected within 5 minutes.
- To reactivate, turn off the controller and turn it back on.

PRECAUTIONS

- **Power-saving mode:** The remote controller will automatically enter power-saving mode if no operation is detected within 5 minutes.
- To reactivate, turn off the controller and turn it back on.
- Always ensure the remote and car have sufficient battery charge before playing to avoid interruptions during battles.
- After use, it is recommended to turn off all devices to save battery life and extend longevity.

WARNINGS REGARDING BATTERIES

The cars' batteries are not removable. Rechargeable batteries are only to be charged under adult supervision. Use 3xAAA batteries per controller(not included). Insert and use batteries correctly under adult supervision.

Non-rechargeable batteries are not to be recharged. Different types of batteries or new and used batteries are not to be mixed. Remove the exhausted batteries from the controller. Do not put batteries next to or in a heat source (fire, electronic heating device, etc.) Do not hit batteries against hard objects. Do not submerge batteries in water. Don't short-circuited the supply terminals. Do not let any parts of the set get wet. Do not play in wet or slippery conditions. Responsible adult supervision is required when young children are playing. Please retain packaging details for future reference. Please do not alter any product, may result in product failure, or won't be able to control.

FREQUENTLY ASKED QUESTIONS

Problem	Reason	Resolution
Remote distance too short or controller's indicator flashes white.	The remote controller battery voltage is low.	Replace the battery.
Remote distance too short or car's headlights flash white.	The car battery voltage is low.	Recharge the car.
No response when shooting the opponent.	1. Distance is too far. 2. Direct sunlight on the car. 3. Obstacle between the two cars.	1. Keep the cars within 5 meters of each other. 2. Play in an area without direct sunlight. 3. Remove any obstacles.
Severe veering or weak forward movement.	Wheels tangled with hair or yarn.	Remove the hair or yarn.
Car won't charge.	The switch is not turn to OFF.	Turn the switch to OFF and then charge the car.

FCC COMPLIANCE STATEMENT

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. Any 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 an experienced radio/TV technician for help.
- The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

Questions or issues with this product? We're here to help. Visit us at: support@winyea.com