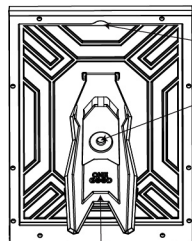
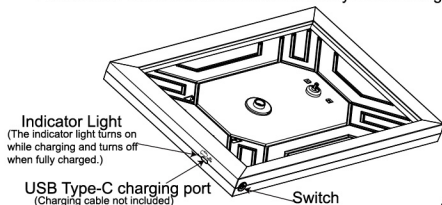


1:24 Friction Car – Installation/Removal Steps

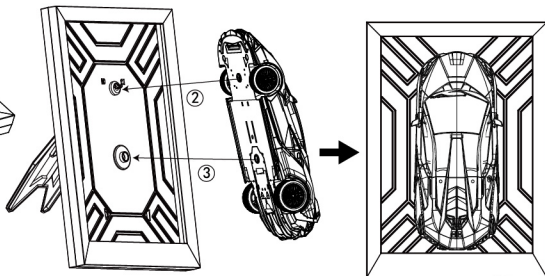
6+

YEARS

Please read this instruction manual carefully before using and keep it in a safe place for future reference.



kickstand



1. Removing the car from the display frame.

Locate the rotary fixing knob on the back of the display frame (see Figure 1). Loosen and remove it by hand. Once the knob is removed, lift the car off the display frame carefully. The car is now ready for normal play.

2. Returning the car to the display frame after play:

First, align the car with the upper mounting hole on the display frame and press it into place (see Figure 2). Then align it with the lower mounting hole and snap it securely (see Figure 3). Turn the frame over, reinstall the rotary fixing knob that was removed earlier, and tighten it to firmly secure the car.

3. Two display options for the display frame:

- Wall hanging display: Use a hook to hang the frame on the wall as a decorative piece.
- Tabletop display: Open the stand on the back of the display frame and place it upright on a tabletop for direct display.

⚠ Important Precautions

During installation and removal, always align with the mounting holes. Do not force or pry the car, as this may damage its parts and cause malfunction.

The display frame supports Type-C charging. Turn the switch to the OFF position, then connect the charging plug. The indicator light will illuminate during charging and turn off when fully charged (charging time is approximately 2 hours). A full charge provides over 10 hours of use.

Battery Safety Instructions:

- The display frame uses a built-in 3.7V rechargeable battery.
- Rechargeable batteries must only be charged under adult supervision.
- Non-rechargeable batteries must not be charged.
- The charger's cord, plug, housing, and other parts must be inspected regularly for damage. If damage is found, do not use until it has been repaired.
- The charging port must not be short-circuited.
- The toy must not be connected to power sources more than the recommended number.
- The toy is not suitable for children under 3 years.
- The toy must only be used with the recommended transformer. The transformer is not a toy.



Keep this information for future reference.

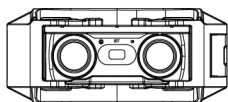
Mini Licensed Car Instruction Manual

6+
YEARS

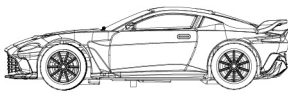
Please read this instruction manual carefully before use and keep it for future reference.

- play time: approx. 10 minutes (the car has a built-in high-capacity battery; after a few normal charge-discharge cycles, optimal performance can be achieved).
- Charging time: 7 minutes.
- Remote control distance: 10–20 meters,
- Frequency: 2.4GHz, anti-interference

Content List



Remote Control ×1



Racing Car ×1



Acrylic Plate ×1



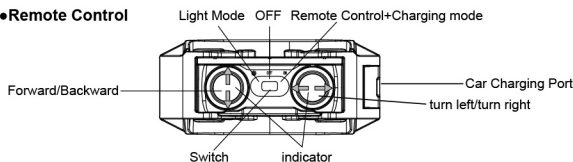
USB1



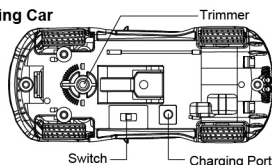
Instruction Manual ×1

Component

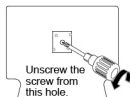
•Remote Control



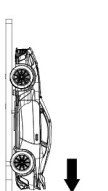
•Racing Car



Preparation

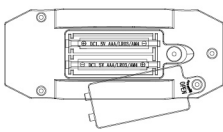


Take the product out of the packaging Use a screwdriver to unscrew the car's fixing screw on the back of the acrylic plate Then slide downward to remove the car...



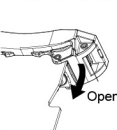
Pull down to remove the racing car

1. Unscrew the screw on the back of the remote control and remove the battery compartment cover.
2. Insert two 1.5V AAA batteries, following the polarity markings (+ and -) shown inside the compartment.
3. Replace the battery compartment cover and tighten the screw securely.



Charging

As shown, open the charging cover on the side of the remote control.



1. Open the charging cover of the remote control. Insert one end of the USB charging cable into the charging port, and connect the other end to the charging port on the bottom of the racing car.
2. During charging, the USB indicator flashes red. When fully charged, the indicator light turns off. Charging is not possible when the car is turned off. A single charge takes about 7 minutes.
3. Important: The racing car supports "power-on charging" only. The remote control switch must be set to the "Remote Control + Charging" position, and the racing car power switch must be in the ON position. After charging is completed, disconnect the cable promptly to avoid overcharging.
4. After a full charge, the car can run continuously for about 10 minutes. When the speed slows down, it indicates low battery and needs to be recharged promptly.

The switch is a three-position slide design:

1. Slide to the far left: Light mode. The colorful breathing light turns on, slowly changing colors and illuminating the acrylic plate. Meanwhile, the blue light of the transparent joystick stays on. This is light-only mode; remote control operation is not supported.

2. Slide to the middle: OFF. The device is powered off, and all functions are disabled.

3. Slide to the far right: Remote Control + Charging mode. Enables remote control function and supports charging the car while it is turned on.

Car charging port: Interface for powering/charging the racing car.

Blue light flashing: The device is in "waiting for pairing/frequency matching" mode, and remote control pairing can be performed at this time.

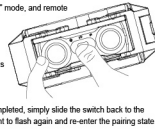
Blue light off:

Case A: Pairing successful → The blue light turns off, and the device enters normal remote control working mode.

Case B: Pairing is not completed within 60 seconds → The blue light turns off automatically, and the device enters a power-saving sleep mode to conserve energy.

Red light steady on: Indicates the device is currently charging.

Wake-up from sleep: If the blue light turns off because pairing was not completed, simply slide the switch back to the middle (OFF position) and then to the far right. This will trigger the blue light to flash again and re-enter the pairing state.



Pull vertically downward along the packaging slot to remove the car body.

Operation

Power-on Pairing:

Set the racing car switch to the "ON" position and place it on a flat surface. Slide the remote control switch to the "Remote Control + Charging" position.

The blue indicator will flash, and the device enters the "pairing/frequency matching" state.

Pairing successful: The blue indicator stays on. The device enters normal working mode, and remote control operation is possible.

Pairing failed: If pairing is not completed within 60 seconds, the blue indicator turns off automatically and the device enters power-saving sleep mode.

Slide the switch again to retry.

How to Control it:

• Push the "Forward/Backward joystick" to drive the car forward/backward.

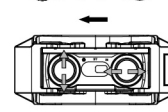
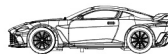
• Push the "Left/Right joystick" to steer the car left/right.

Driving Trim:

There is a trimmer at the front bottom of the car. If the car veers off course while driving, rotate the trimmer to adjust the wheel angle and correct the driving trajectory, ensuring straight-line performance.

Display:

Slide the remote control switch to "Light mode". The remote's colorful breathing light and blue light will be turned on, making it a nice desktop decoration.



Battery Safety Precautions:

- There is a 1.2V built-in rechargeable battery for the car. 2 × 1.5V AAA dry batteries (not included) is required for the remote.
- Rechargeable batteries must be charged under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Insert and remove batteries according to the markings on the toy's battery compartment.
- Only use batteries identical or equivalent to the recommended type.
- Do not mix old and new batteries or different types of batteries.
- Remove exhausted batteries from the toy.
- Inspect for damage to the cord, plug, enclosure and other parts. If any damage is found, stop using it until it has been repaired.
- When the car slows down, it indicates the car battery is low. Please charge the car as described above.
- If the remote control batteries are low, the charging indicator will become dim or not light up. Please replace with new batteries.
- Make sure to use the correct charging plug and charging port.
- Remove the batteries from the remote control and set the car's power switch to the "OFF" position when it is not in use for a long time.
- Unpack under adult supervision.

Caution: This product is an indoor remote control car. Its internal parts are relatively delicate. Do not play in dusty, sandy or gravel-heavy environments. Otherwise parts of the car may be damaged and cause malfunction.

*Keep this manual for future reference.

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.

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 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.

WARNING: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

The device must not be co-located or operating in conjunction with any other antenna or transmitter.