



"Range Rover" Inspired Electric Ride-On Toy Car

User Manual

[Revision 4.0 May 2018]

READ THIS MANUAL CAREFULLY BEFORE USE AND KEEP FOR FUTURE REFERENCE – FAILURE TO DO SO MAY RESULT IN INJURY, PROPERTY DAMAGE AND MAY VOID WARRANTY. • Products covered by this manual may vary in appearance, assembly, inclusions, specifications, description and packaging.

THE BATTERY MAY HAVE SOME CHARGE ON ARRIVAL, IT IS IMPORTANT HOWEVER THAT THE BATTERY IS CHARGED PRIOR TO USE.



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Safety



Read and understand all safety warnings and instructions before assembling or using the electric ride-on car ("toy"). The instructions not only specify the assembly process and proper operation, but also help you to avoid injuries or damaging the product due to incorrect operation.

- **Choking hazard – small parts included. Not suitable for children under 3 years of age.**
- **Use the toy under adult supervision. Although most children can master the skills required to control the toy, they do not have mature judgment skills. Never let a child use the toy at any time without adult supervision. Take the time to carefully evaluate the child's skill levels and abilities to operate the toy safely. Children cannot always recognize hazards even after instruction, so teach appropriate safety rules before allowing any child to operate the toy.**
- **Maximum load capacity = 30kg.**
- An adult should inspect the toy at regular intervals for wear or loose fasteners etc, and tighten as required. Do not use the toy if abnormal conditions such as cracks or breaks exist.
- Do not operate the toy on public streets or roads, near moving vehicles, steep inclines or steps, near swimming pools, or any other potentially dangerous areas.
- The toy is designed for outdoor use on suitable surfaces and in dry conditions. Do not operate in the dark, on sand or gravel, dirt, grass, uneven or rough ground. Running the toy indoors may cause damage to flooring or other items.
- The remote control should only be operated by adults or under adult supervision.
- When the remote control batteries are running low, the effective range of the remote control is reduced. Replace with new batteries.
- This toy must not be overloaded or used to push or pull other objects.
- This toy is suitable for children aged 3 and up.
- Some parts of the toy may be damaged due to improper operation.
- Do not suddenly switch between forward and reverse when the toy is moving. Switch between forward and reverse only when the toy is stationary.
- Clean the toy with a soft, clean cloth. Do not spray or immerse the toy with water, which might damage the electronics.
- This product is made of plastics. Keep it away from fire or other sources of heat.
- The electric motors may produce sparks. Do not run the toy in flammable and explosive areas such as a petrol station.
- Do not allow children near or to touch moving parts when the toy is running.
- The packaging is not a toy and should be disposed of responsibly.
- Adults are required to read these instructions carefully and give correct guidelines to children on how to safely operate the toy before using it. Instruction should include:
 - Starting, stopping and steering.
 - One rider only at a time, and always sit in the seat.
 - Wear shoes.
 - Do not place hands, feet or any part of the body, clothing or other articles near moving parts while the toy is in operation.
- The seat belt is a decoration only to develop a sense of safety in children; it cannot provide any substantial protection.
- If the toy malfunctions, do not use it until it is repaired.
- **Thermal Fuse** - The toy is equipped with a built-in thermal fuse. The fuse is a self-resetting safety device that shuts down the toy if it is overloaded. Once a fuse has tripped it will automatically reset after approximately 10 seconds and allow the toy to resume normal operations. To avoid repeated tripping, do not overload the toy by exceeding the maximum weight capacity. Avoid inappropriate driving conditions, such as steep slopes or against fixed objects, which can cause the wheels to stop spinning while power is being supplied to the motors. If a thermal fuse in continually trips under normal operating conditions and loads, have the toy inspected by an authorised service centre.

Battery Safety and Charging



Failure to follow instructions on correct battery maintenance may permanently damage the batteries and will void the warranty.

- Never modify the electrical system. Alterations may cause malfunction, fire, serious injury and/or property damage.
- **Charge the batteries for 10 hours before first use.**
- **Do NOT charge the batteries for longer than 10 hours continuously .**
- Do NOT short-circuit batteries or battery supply terminals.
- Do NOT expose batteries to excessive heat, flammable or corrosive substances.
- Do not store batteries in temperatures above 40°C (104°F) or below -23°C (-10°F).
- Charge the batteries at least monthly, even if the toy is not in use.
- Over-charging or under-charging the batteries may shorten battery life and decrease toy running time.
- Do not allow the batteries to discharge completely before charging.
- Charge the batteries after each use, regardless of how long the toy was used.
- The battery compartment is not a storage areas. Storing other articles may create a fire hazard.
- If battery acid is ingested, call a physician immediately and give water or milk. Do not induce vomiting.
- Install batteries correctly and according to polarity.
- Remove the batteries if the toy is not be used for an extended period of time.
- Dispose of used batteries in an environmentally responsible manner and according to regulations.
- Do NOT burn or dispose of batteries in a fire.
- Use of the wrong type battery or charger may cause a fire or explosion resulting in serious injury. Only batteries of the same or equivalent type as recommended are to be used.
- Batteries must be handled by adults only. Batteries are heavy and contain sulphuric acid (electrolyte). Dropping batteries could result in serious injury.
- Leaving the batteries in a discharged condition will destroy them.
- If the toy will be stored for more than 2 months, disconnect the motor harness from the batteries.
- Battery charging or replacement must be performed by adults only.
- Never lift or carry batteries by wires or connectors. This can damage the battery and possibly cause a fire. Lift and carry batteries by the case only.
- Read all safety instructions on the battery.
- Examine the battery charger, leads, plug and connectors for wear or damage each time you use it. If any damage or wear is detected, do not use the charger until it is repaired or replaced.
- Ensure the voltage and frequency of the charger is compatible with mains electrical supply.
- Only use the battery charger in dry locations.
- Never recharge non-rechargeable batteries.
- Batteries can fall out and cause injury if the toy overturns. Always use the battery brackets and cover (bonnet).
- Batteries must be upright while charging – ensure the toy is sitting on a flat surface when being charged.
- Periodically examine the batteries (remove the seat) for cracks or damage which may cause sulphuric acid (electrolyte) to leak during charging. If damage is detected, do not charge the battery or use it. Battery acid is highly corrosive and can cause severe injury to persons and damage to surfaces it contacts. If battery acid comes in contact with skin or eyes, call a physician immediately and flush with cool water for at least 15 minutes.
- Do not charge batteries on surfaces that could be damaged by battery acid. Take precautions to protect surfaces where batteries are charged.
- If the batteries are old and will not accept a charge, remove them from the toy. Always remove unserviceable batteries.

Battery Charging

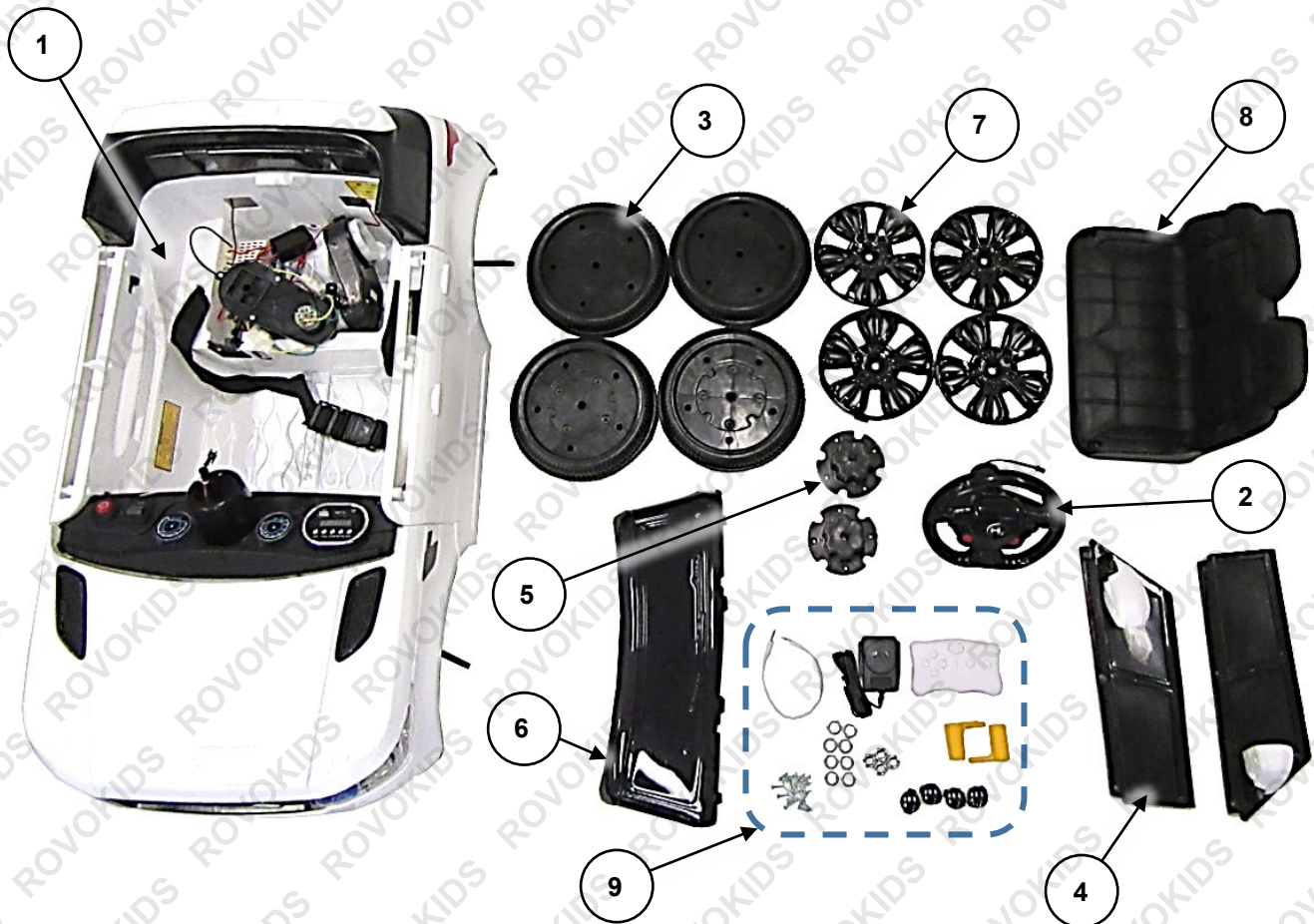
1. Insert the battery charger connector into the charger port located under the seat.
2. Plug the charger into a standard 240VAC wall socket and switch it ON. The charger may feel warm during charging. This is normal and not a cause for concern.
3. After charging is complete, unplug the charger from the wall outlet and unplug the battery connector from the charger port.



Parts Identification



Identify all parts before assembly and save all packaging material until assembly is completed to ensure that no parts are discarded. • Metal parts may be coated with lubricant for protection during shipment. Wipe all metal parts with a paper towel to remove any excess lubricant. • Assemble the toy according to instructions. Due to manufacturing techniques it is possible that some parts are over-supplied. • Screwdrivers may be required for assembly.



No.	Name	No.	Name
1	Toy Body and Motor Assembly	9	Fasteners / Accessories:
2	Steering Wheel		1 x Screw and Nut (Steering Wheel)
3	Wheel (4)		4 x Wheel Nut
4	Door Support (2 – left and right)		16 x Self-Tapping Screw
5	Drive Wheel Adaptor (2)		6 x Axle Washer
6	Windscreen		4 x Wheel Nut Cap
7	Wheel Cover (4)		Battery Charger
8	Seat		Remote Control
			Audio Connection Cable
			2 x "Wheel Nut Spanner"

Assembly



Children may be harmed by small parts, sharp edges and points or electrical components when the toy is not assembled. Care should be taken to not allow children near parts when unpacking and assembling the toy. • The toy should be assembled by an adult or checked by an adult to ensure that it is properly assembled.

Video Tutorial:

[Typical Ride-On Car Assembly](#)



1. Disconnect and remove the drive motor assemblies from inside the toy, then turn the toy over.
2. Assemble and install the rear (driven) wheels.
 - Place a drive wheel adaptor (A) into position on 2 of the wheels (B) and secure each using 4 self-tapping screws. Tighten (rotate right) the screws using a Phillips head screwdriver, however, be careful not to over-tighten the screws as they are screwing into plastic.
 - Clip a wheel cover (C) to each wheel – ensure that the 3 tabs on the wheel cover are aligned with the slots in the wheel. Press the cover on until it "clips" into place.
 - Slide the drive motor assemblies (E) removed previously on to the axle. Ensure that the motors and connectors enter the hole in the toy body.
 - Place each rear wheel (B) on to the axle (F), with the drive teeth (D) facing inward. Place an axle washer (G) on to the axle, then screw (rotate right) a wheel nut (with nylon insert) (H) onto the axle until "finger-tight". Then, use the supplied wheel nut spanners and simultaneously tighten both rear wheel nuts. Ensure that the wheels are secure, however, the nuts are not so tight as to prevent the wheels from spinning freely.
 - Place a wheel nut cap (I) into position, with the tabs aligned with the slots in the wheel cover, then push it in until it "clips" into place.



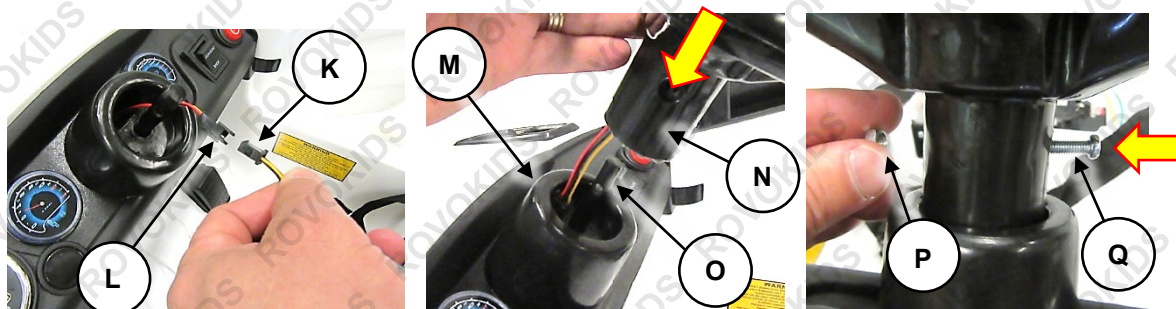
3. Install the front wheels.
 - Clip a wheel cover (C) to each wheel (B) – ensure that the 3 tabs on the wheel cover are aligned with the slots in the wheel. Press the cover on until it "clips" into place.
 - Place an axle washer (G), then a wheel and second axle washer on to each front axle (J). Then screw (rotate right) a wheel nut (with nylon insert) (H) onto the axle and tighten using a wheel nut spanner. Ensure that the wheels are secure, however, the nuts are not so tight as to prevent the wheels from spinning freely.

- Place a wheel nut cap (I) into position, with the tabs aligned with the slots in the wheel cover, then push it in until it "clips" into place



4. Install the steering wheel.

- Remove the screw and nut from the steering wheel stem. Plug the toy and steering wheel electrical connectors (K and L) together. Feed excess wire into the steering column housing (M).
- Ensure the front wheels are straight then slide the steering wheel stem (N) onto the steering shaft (O) – ensure that the steering wheel stem screw hole aligns with the hole in the shaft.
- Insert the nut (P) into the recess in the steering wheel stem. Insert the screw (Q) from the other side of the steering wheel stem, passing through the steering shaft and into the nut. Adequately tighten the screw with an appropriate screwdriver.



5. Install the left and right door supports to the toy.

- Slide each door support (R) into the slot (S) at the top of each door, then secure it to the door using 3 self-tapping screws (inserted from the inside of the door). Tighten (rotate right) the screws using a Phillips head screwdriver, however, be careful not to over-tighten the screws as they are screwing into plastic.



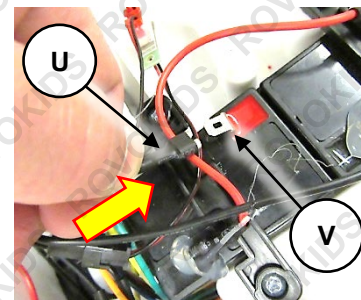
6. Install the windscreen.

- Align the tabs at the bottom of the windscreen (T) with the slots in the main body. Carefully push the windscreen down so it is properly located by the tabs/slots and "clips" into place.



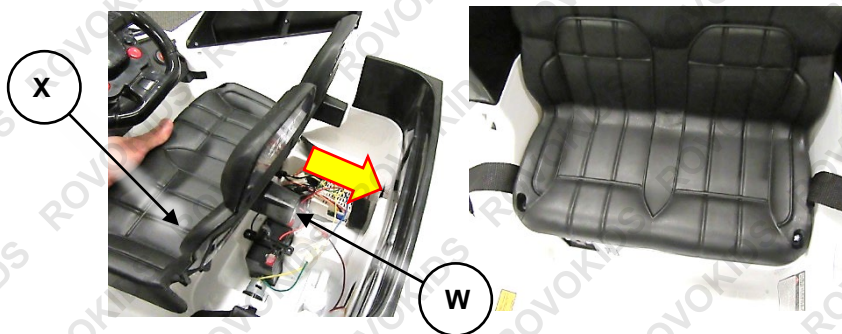
7. Connect the battery.

- Firmly push the unconnected battery wire (U) onto the free battery terminal (V). Once connected, the battery can be charged using the toy charging port.



8. Install the seat.

- Ensure no wires can be crushed or pinched when the seat is installed. Unbuckle the seat belt if required and move it out of the way.
- Insert the tabs (W) at the rear of the seat (X) into the corresponding slots in the toy body.
- Secure the front of the seat to the toy body using 2 self-tapping screws. Tighten (rotate right) the screws using a Phillips head screwdriver, however, be careful not to over-tighten the screws as they are screwing into plastic.



NOTE: Please remove the terminal cover first when assembling the battery (see image below).



Assembly is now complete.

Operation

Controls



No.	Name	Description
1	ON/OFF	Press to switch the toy ON / OFF. When the toy is switched ON, lights and controls illuminate and sounds play. Press and hold for 2 to 3 seconds then release to switch OFF.
2	Direction Control (partially obscured)	Sets the desired direction of travel. The centre position is for " remote control mode " operation will prevent any movement using the accelerator: GO AHEAD – Travel forward. Back – Travel backward.
3	Accelerator	Press to travel in the direction set using the direction control (forward or reverse). Release to stop the vehicle.
4	Battery Voltage Indicator	Shows the current battery voltage.
5	Music System	See Music System Operation .
6	Steering Wheel and Sound Controls	When the toy is moving, rotate the steering wheel as required to change direction. Press buttons to activate various sounds and music play functions.

Driver Mode Operation

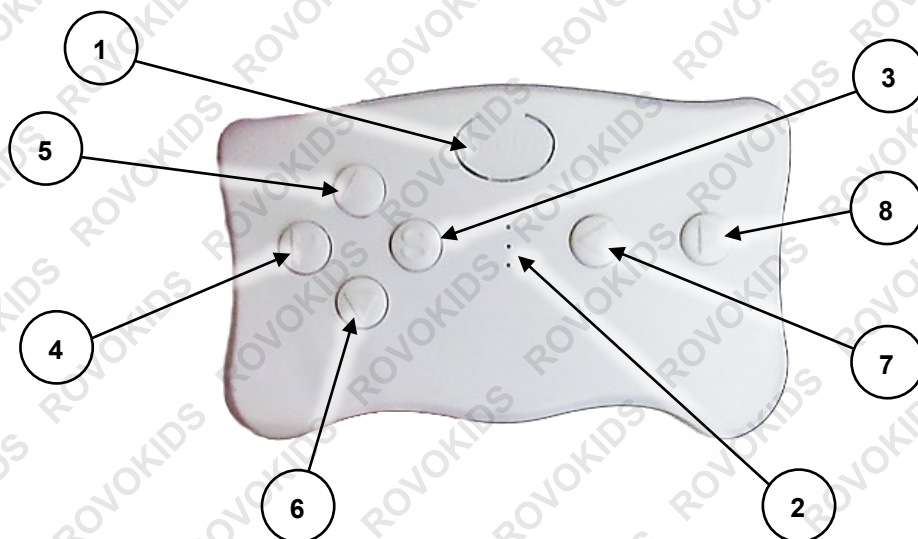
1. Ensure the "driver" is correctly and safely seated in the vehicle and the seat belt is buckled.
2. Press the ON/OFF button to "start" the toy. On starting, the toy will play various sounds.
3. Select the direction of travel using the direction control.
4. Activate music etc.
5. Press the accelerator pedal to begin moving. Release the accelerator to stop.
6. When finished, press the ON/OFF button to switch the toy off.

Remote Control Mode Operation



Batteries (not included) must be properly installed in the remote control handset. To install batteries, remove the screw from the rear of the remote control, then lift the cover off. Insert the batteries (ensure that battery polarity is correct), then re-install the cover and secure with the screw.

- The remote control must be "paired" with the toy for remote control mode operation (see [Pairing](#)).
- The remote control automatically enters a "power save mode" after approximately 15 seconds if not used.



No.	Name	Description
1	Pairing	Used to "pair" the remote control and toy.
2	Pairing / Speed Indicator	Shows when pairing is active (1 lamp flashes) and when pairing is successful (stays lit). Shows the current speed setting. 1 lamp = low speed, 2 lamps = medium speed, 3 lamps = high speed.
3	Speed Select	Used to control toy speed when under remote control operation. Press repeatedly to step between speeds. There are three possible speeds, each indicated by the speed indicator (3).
4	Emergency Stop	Used to immediately stop the toy, even if the rider is controlling it. When stopped using the remote control, the remote control indicator flashes all lamps, and the toy not respond to the accelerator until emergency stop has been deactivated – press again to deactivate (lamps stop flashing).
5	△ Forward	Used to move the toy in the forward direction. Press and hold as required.
6	▽ Backward	Used to move the toy in the reverse direction. Press and hold as required.
7	◁ Left	Used to set toy direction to the left. Press and hold as required. Note that when the button is released, the toy wheels do not automatically return to centre.
8	▷ Right	Used to set toy direction to the right. Press and hold as required. Note that when the button is released, the toy wheels do not automatically return to centre.

Remote control operation allows an adult to stop or steer the toy when in driver mode. For example, to prevent the toy being driven into an obstacle etc.

1. To stop the toy, press the **Emergency Stop** button.
2. To steer the toy, use ◁ and ▷.



When using the remote control handset to steer the toy, the child may still use the steering wheel to also change direction.

Full remote control is available and is useful for children not able to correctly or safely operate the toy. To use full remote control mode:

1. Start the toy and set the **Direction/Speed Control** to "**P**" – this prevents any movement by activating the accelerator.
2. Use the remote control handset to control toy movement.

Pairing

"Pairing" means to set the communications between the remote control and the toy so that the toy responds to the remote control. If pairing is not carried out, the remote control will not function. Pairing needs to be carried out before first use and also each time the remote control batteries are replaced. It is recommended to have the toy and remote control no more than 5m apart when pairing. To pair:

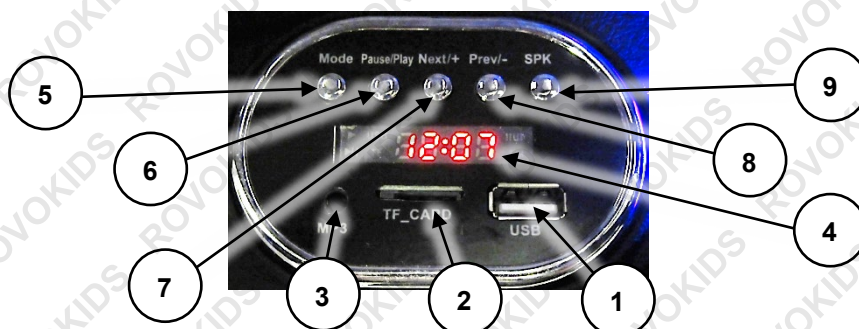
1. Ensure the toy is switched OFF.
2. Press and hold the **Pairing** button on the remote control – the indicator flashes 1 lamp.
3. Switch the toy ON. When the indicator on the remote control stops flashing and remains lit, the pairing is successful.



If the pairing fails, switch the toy OFF, remove the batteries from the remote control and then re-install them. Then repeat the pairing procedure.

Music System Operation

When the toy is on, the music system can be used. The toy features a range of built-in music and stories, however, can also accept other MP3 format music inputs.



No.	Name	Description
1	USB Input	Used to play audio from a USB device. Insert a USB device to play from it.
2	SD Input	Used to play audio from a micro-SD card. Insert a micro SD card to play from it.
3	Auxiliary Input	Used to play audio from a device output that is connected by 3.5mm cable (cable supplied). Connect a device to play from it.
4	Display	Shows various information such as song number, input mode, volume etc.
5	Mode	Used to select and play various built-in music, stories etc. Press to switch between available modes. press and hold to decrease volume, then release as required.
6	Play / Pause	Press to start / stop playing the current track.
7	Next Track / Volume Up	Press to switch to the next available track; press and hold to increase volume, then release as required.
8	Previous Track / Volume Down	Press to switch to the previous available track; press and hold to decrease volume, then release as required.
9	Horn / Cancel	Press to cancel the current music system mode, and also activate horn sounds.

Troubleshooting

Malfunction	Analysis	Solution
<i>Toy moves in reverse direction to controls</i>	1. Drive motors connected incorrectly.	1. Swap the toy wiring harness to drive motor assembly connections.
<i>Toy not running or car was running but suddenly stopped</i>	1. Direction control in remote control mode. 2. Remote control emergency stop active. 3. Thermal fuse tripped. 4. Electrical connections not secure. 5. Dead batteries. 6. Under-charged batteries. 7. Battery charger not working. 8. Main body electrics or switches damaged.	1. Ensure that direction control is not in centre position (remote control mode). 2. Ensure that emergency stop via remote control has been deactivated. 3. Toy overloaded or used on unsuitable surfaces. Fuse resets after 10 seconds. Unload toy (30kg max.) and/or move to suitable surface. 4. Check all wires and connections. Ensure toy and battery electrical harness is fully connected. Ensure no motor wires are loose or disconnected. 5. Battery no longer holding charge or serviceable. Have the batteries checked by an authorised service centre or replace. 6. Charge batteries and ensure battery charging and care procedures are followed. 7. Have charger professionally checked. If not working – replace. 8. Seek diagnosis and repair at an authorised service centre.
<i>Short operating time – less than 1 hour per charge</i>	1. Under-charged batteries. 2. Over-charged batteries. 3. Old or faulty batteries will not take full charge.	1. Charge batteries and ensure battery charging and care procedures are followed. 2. Batteries no longer holding charge or serviceable. Have the batteries checked by an authorised service centre or replace. 3. Expected battery life is 1 to 3 years depending on care, use and conditions. Have the batteries checked by an authorised service centre or replace.
<i>Toy sluggish</i>	1. Under-charged batteries. 2. Old or faulty batteries will not take full charge. 3. Toy overloaded.	1. Charge battery and ensure battery charging and care procedures are followed. 2. Expected battery life is 1 to 3 years depending on care, use and conditions. Have the batteries checked by an authorised service centre or replace. 3. Toy overloaded or driven on unsuitable surfaces. Unload toy (30kg max.) and/or move to suitable surface.
<i>Intermittent running</i>	1. Electrical connections not secure. 2. Main body electrics or switches damaged.	1. Check all wires and connections. Ensure toy and battery electrical harnesses are properly connected. Ensure no motor wires are loose or disconnected. 2. Seek diagnosis and repair from authorised service centre.
<i>Toy requires a push to get running</i>	1. Electrical connections not secure. 2. Motor has "dead" spot.	1. Check all wires and connections. Ensure toy and battery electrical harnesses are properly connected. Ensure no motor wires are loose or disconnected. 2. Seek diagnosis and repair from an authorised service centre.
<i>Gear box noisy</i>	1. Broken or damaged gears.	1. Seek diagnosis and repair from authorised service centre.
<i>Battery gets warm during charging</i>	Normal operation.	<i>None required</i>
<i>Faint sounds and heating from battery when charging</i>	Normal chemical reaction.	<i>None required</i>

Maintenance

- If the toy is damaged, do not use it until it is repaired at an authorised service centre.
- An adult should inspect the toy at regular intervals for wear or loose hardware and tighten as required. Do not use the toy if abnormal conditions such as cracks or breaks exist.
- Clean the toy with a soft, clean cloth. Do not spray or immerse the ride-on toy with water, which may damage its electronics. Do NOT use abrasive, harsh detergents or solvents for cleaning.

Specifications

Maximum Rider Weight	30kg
Battery Charger	240VAC / 50Hz (input) / 12VDC 1000mA (output)
Battery	2 x 6V 4.5Ah
Charge Time	8 to 10 hours generally (full charge)
Range	1 to 2 hours (full charge)
Remote Control Battery	2 x AAA (not included)



Some experts believe the incorrect or prolonged use of almost any product could cause serious injury or death. For information that may reduce your risk of serious injury or death, consult the points below and additionally, the information available at www.datastreamserver.com/safety

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| <ul style="list-style-type: none"> • Consult all documentation, packaging and product labelling before use. Note that some products feature online documentation which should be printed and kept with the product. • Check product for loose / broken / damaged / missing parts, wear or leaks (if applicable) before each use. Never use a product with loose / broken / damaged / missing parts, wear or leaks (if applicable). • Products must be inspected and serviced (if applicable) by a qualified specialist every 6 months assuming average residential use by a person of average weight and strength, above average technical aptitude, on a property matching average metropolitan specification. Intended use outside these guidelines could indicate the product is not suitable for intended use or may require more regular inspection or servicing. • Ensure all possible users of the product have completed an industry recognized training course before being given access to the product. | <ul style="list-style-type: none"> • The product has been supplied by a general merchandise retailer that may not be familiar with your specific application or your description of the application. Be sure to attain third-party approval for your application from a qualified specialist before use regardless of prior assurances by the retailer or its representatives. • This product is not intended for use where fail-safe operation is required. As with any product (take an automobile, aircraft, computer or ball point pen for example), there is always a small chance of technical issues that needs to be repaired or may require replacement of the product or a part. If the possibility of such failure and the associated time it takes to rectify could in any situation inconvenience the user, business or employee then the product is not suitable for your requirements. This product is not for use where incorrect operation or a failure of any kind, including but not limited to a condition requiring product return, replacement, service by a technician or replacement of parts could cause a financial loss, loss of employee time or an inconvenience requiring compensation. • If this item has been purchased in error after considering the points above, simply contact the retailer directly for details of their returns policy, if required. |
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