



User Manual





The pictures shown are for illustration purposes only. The actual product may vary.

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Compatible Products

Ninebot Gokart Pro2 Series

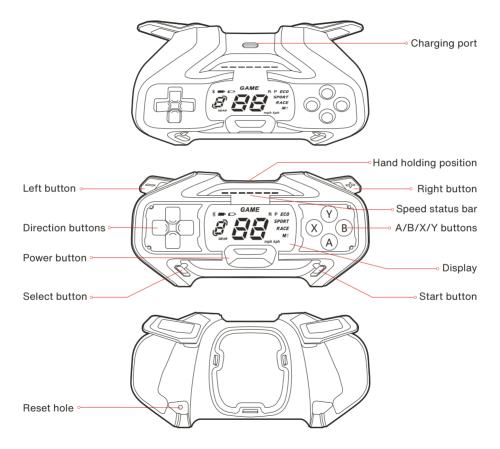


Segway Gokart Pro2 Series

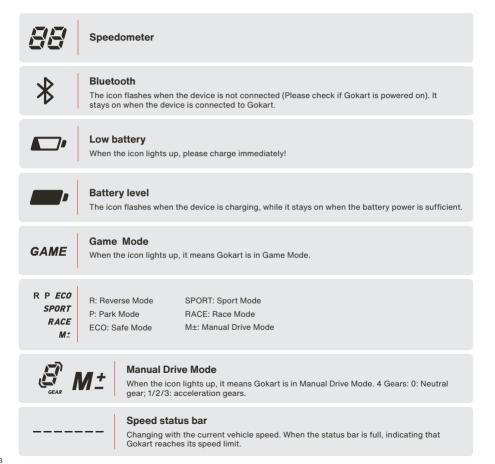
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Segway Gokart Kit 2

P Diagram



Display Overview



Buttons Function

In Game Mode, the function of these buttons is depend on the game consoles you connected.



Direction buttons

Up/down/left/right



A/B/X/Y buttons



Power button

1) Turn on/off the game controller Toggle the power button up or down to turn it on, toggle the power button down and hold for 3 seconds to turn it off.

2) Switch drive modes Toggle the power button up or down to switch between the six drive modes (R/P/ECO/SPORT/RACE/M \pm).

3) Adjust screen brightness In Park Mode, toggle the power button up and hold for 2 seconds. Three levels are available.



Select button

Select button + B button = Pressing command on the touch pad Select button + Left button =L3 Select button + Right button =R3 Select button + Direction buttons = Left stick function (same as the cursor in games)



Start button

Reset Steering wheel Press the combined buttons (Left button + Right button + Select button + Start button) at the same time.



Left button

1) In Manual Mode, press Left button to downshift gears from 3 gear to 0 gear. 2) In Game Mode, the Left button is same as L1 button in games.

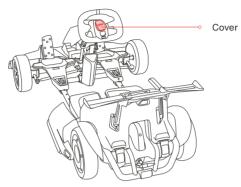


Right button

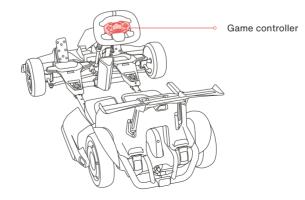
1) In Manual Mode, press Left button to upshift gears from 0 gear to 3 gear. 2) In Game Mode, the Right button is same as R1 button in games.

B Installation

1 Remove the dashboard cover from the Gokart.

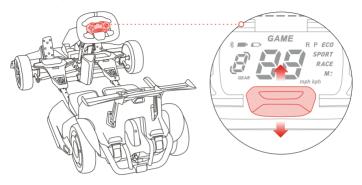


2 Fix the game controller on the steering wheel.



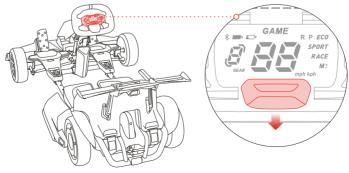
Turn on/off

Toggle the power button up or down to turn it on.



Toggle the power button down and hold for 3 seconds to turn it off.

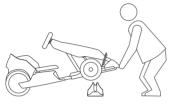
Note: The game controller will automatically be turned off when it is disconnected with Gokart or Gokart is powered off.



G Game Mode

1 Enter Game Mode

 a) As illustrated, lift the front side of Gokart and put the support frame under it.



b) Connect the USB receiver to computers or game consoles.

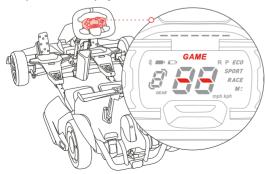
Note: Make sure the USB receiver is in range of Bluetooth connection.



c) The indicator turns blue when the device is connected successfully.

Note: At this point, GAME icon lights up, and the speedometer displays "--" .

Note: If GAME icon flashes when the USB receiver is connected, please check if Gokart is powered on.



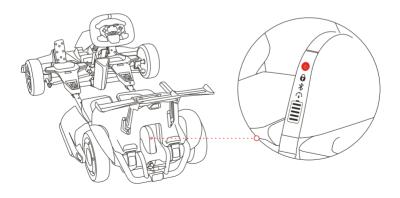


2 Exit Game Mode

a) Disconnect the USB receiver from computers or game consoles.



b) Restart the Gokart.



Drive Modes

1 Speed Modes

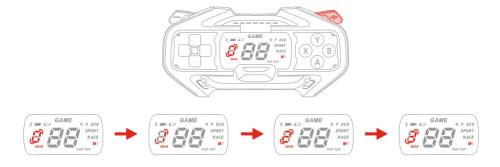
Compatible	Compatible self-balancing vehicles	Max. speed			Max. speed in Manual Drive Mode		
Gokart		ECO	SPORT	RACE	Gear 1	Gear 2	Gear 3
	Ninebot S	8 km/h	18 km/h	24 km/h	/	/	/
	Ninebot S-Pro 240	8 km/h	18 km/h	24 km/h	/	/	/
Gokart Kit 2	Ninebot S-Pro 320	8 km/h	18 km/h	27 km/h	/	/	/
	Ninebot S-Max	8 km/h	18 km/h	37 km/h	/	/	/
Gokart Pro2	Ninebot S-Max	8 km/h	18 km/h	37 km/h	/	/	/

2 Manual Drive Mode * For Gokart Pro2 only

a) When Gokart is at a full stop, toggle the power button up or down to enter Manual Mode.



b) Press the Right button to upshift gears from 0 to 3.



c) Press the Left button to downshift gears from 3 to 0.



d) When Gokart is at a full stop, toggle the power button up or down to exit Manual Mode.



3 Neutral Mode * For Gokart Pro2 only

- a) Press the Left button and Right button at the same time to enter Neutral Mode.
- b) Press the Left button or Right button to exit Neutral Mode.

Note: After exiting, the speed mode corresponded with the current speed will be displayed on the screen.







a) Gokart is in Park Mode by default when powered on.



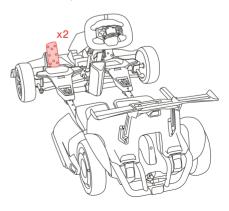
b) Press and hold the Left button and Right button at the same time to quick-switch to Park Mode.



5 Reverse Mode

- a) Toggle the power button up or down to switch to Reverse Mode.
- b) Step the brake pedal on Gokart twice to quick enter Reverse Mode, and step twice again to go back to the previous mode.





Reset

If your Game Kit is lost or damaged, you need to replace with a new one, please follow the instructions below to reset your device.

Reconnect to Gokart

Press and hold the buttons as illustrated for 3 seconds. When Gokart makes a beep sound, it means the Game controller is connected to Gokart successfully.

* Please complete pairing with Gokart within 10 seconds after turning on Game controller and make sure the Gokart is in 1-3 meter range with Game Controller.

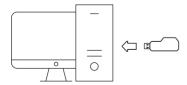


2 Reconnect USB receiver

- a) Connect the USB receiver to computers or game consoles.
- b) Press and hold the buttons as illustrated for 3 seconds.

* If connected successfully, "C1" will be displayed on the screen. If failed, "F1" will be displayed. Make sure the USB receiver is in 1-3 meter range with Game Controller.



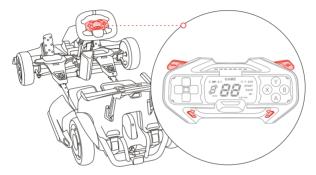


3 Reset Steering wheel

Note: Do not turn the steering wheel during reset.

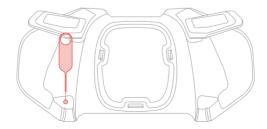
Press and hold the buttons as illustrated for 3 seconds when the steering wheel is mounted on Gokart.

* If reset successfully, "C2" will be displayed on the screen. If failed, "F2" will be displayed.



4 Restart

If the steering wheel or device shuts down, please use tools to press the reset hole on the back of the game controller to restart it.



Specifications

Segway Gokart Game Kit				
Game Kit				
Segway				
PI1401				
170g				
PC+ABS				
137 × 66 × 52mm				
IPX5				
Game controller, support frame, USB receiver				

I Trademark and Legal Statement

Segway and Rider Design are trademarks of Segway Inc.; The Bluetooth[®] word mark and logos are registered trademarks owned by Bluetooth SIG, Inc., and any use of such marks by Segway-Ninebot is under license. Other trademarks and trade names are those of their respective owners.

Due to the constant improvement of products, this manual and the actual products may be slightly different in color, appearance, etc. Actual products shall prevail when there is a discrepancy between the actual products and the manual.

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Certification

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 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.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

Industry Canada (IC) Compliance Statement for Canada

This device complies with Industry Canada license-exempt RSS standard (s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

CAN ICES-3 (B)/NMB-3(B)

"Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes: (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement."

Neither Segway Inc. nor Ninebot is responsible for any changes or modifications not expressly approved by Segway Inc. or Ninebot. Such modifications could void the user's authority to operate the equipment.

Segway Game Kit Model: Pl1401 FCC ID:2ALS8-OP0002 IC: 22636-OP0002 USB receiver Model: R1234 FCC ID:2ALS8-OP0003 IC: 22636-OP0003