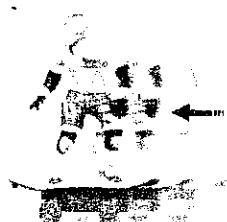
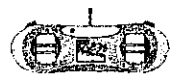




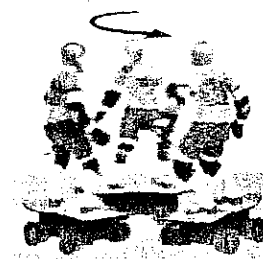
Basic R/C control for Extreme Skateboard - follow hand control illustrations to perform tricks.



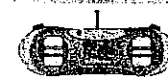
Forward Direction.



Backward Direction.



Forward Circle - facing in (anti-clockwise).



Backward Circle - facing in (clockwise).



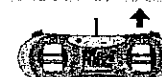
Forward Circle - facing out (clockwise).



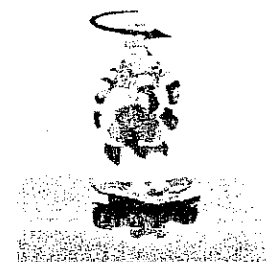
Backward Circle - facing out (anti-clockwise).



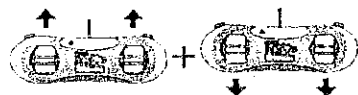
Backward Spin - on spot (anti-clockwise).



Forward Spin - on spot (clockwise).



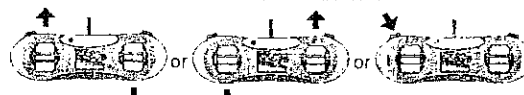
Pre-programmed button 'A' Press button 'A' to Spin on the spot.



For Wheelie - Push both controls forward & pull backward fast, for Pop-up stunt.



Pre-programmed button 'B' Press button 'B' to Pop-up stunt.



In Wheelie position use normal controls, or button 'A' for Spin function.

With practice you can learn to perform many trick combinations and realistic skateboard stunts!

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.