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Carrera 50052007 Short Range Device Remote Control Toy Transceiver User Manual 📄

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Carrera

Carrera 50052007 Short Range Device Remote Control Toy Transceiver

Introduction

Carrera HYBRID is a racing simulation game in which the driving characteristics ot a real racing car are transferred to the model. Drive exciting races against your friends just like in real life! Use the free app to steer the racer around the track with your smartphone or tablet. Your racer always knows where it is on the track. The car scans the track optically, and the current speed and every movement are measured by the vehicle's built-in sensors. Using AI's algorithms together with your settings for tyre condition, brakes, etc., you can secure decisive time advantages in the competition with your friends – or fly out of the bend if you are too fast. Just like in a real race, you need a feel for the accelerator, brakes, steering, tyre grip and speed, but also a good dose of will to win, even in tough races. The AI helps you to stay on the track, but as the level of difficulty increases, it is reduced and you have to intervene more and more actively in the action. These operating instructions give you an overview of how to set up your racer and the basic functions, as well as tips on troubleshooting and prevention. For further details, the carrera HYBRID app provides detailed information with corresponding help menus. Please read the instructions carefully and keep them for future reference.

App download and further information:

Unpacking

Charging the racer

- With the enclosed USB-C / USB-A charging cable, the the vehicle-installed lithium polymer battery can be charged with commercially available charging power supplies, e.g., from a smartphone.
- Showing charge status using the headlights and taillights:
- Taillights flashing = battery flat
- Taillights pulsating = charging process in progress
- Taillights flashing = racer charged to 80%, charging process still running
- Headlights flashing = charging process completed

Set up the track

- Set up track variations as shown on the packaging.
- Make sure that the track elements are always connected in the direction of travel (arrows on the red or blue edge strips). The track elements should be assembled at a 135° angle to each other. The vehicles can only scan and recognise the track in the direction of the arrows.

Switching on the racer

Switch on the racer by pulling it back 15-20 cm so that the lights start to light up/flash. (Racer switches off automatically if there is no connection for 3 minutes or as soon as a charging cable is plugged in/charged).

Start-up

Drive and set up multiplayer races

- Download the free Carrera HYBRID app from the store.
- Register in the app with your username, e-mail, and password. You must be connected to the internet.
- Your coach, Mike, will guide you through the most important functions of the app. You can also deactivate him and follow these instructions first. You can reactivate Mike later at any time in the side menu under "COACHING".
- Select the "COLLECTION" module on the home screen.
- Select the "CARS" column on the screen.
- Click on the "ADD CAR" button at the bottom right (location & Bluetooth must be switched on on the smartphone and enabled for the app).
- Available cars are searched for and listed (make sure your racer is switched on and lights up).
- Press "+" to add your vehicle.
- Click on "BACK" and go back one screen using the arrow at the top left.
- In the next step, go to the "TRACK MODULES" category. Add the respective number of track modules with "+".
- Tap the Carrera HYBRID logo in the top center once to return to the home screen.
- Select the "DRIVE" menu.
- Go to "CREATE RACE" on the right-hand side. Please note: A prerequisite for a joint race is that all devices are connected to the same Wi-Fi. An internet connection is not required.
- If several races are taking place at the same time in your Wi-Fi network, you can give your race a name and password for your future teammates. If only one race is taking place in your Wi-Fi network, you do not need to assign a name and password.
- After clicking on the arrow on the right-hand side of the screen, you can decide which "GAMEMODE" you want to play and how long or how many laps you want to race.
- Select the last point on the page:
  - If "YES" is selected, the personal race settings, such as "DRIVE MODE", "DRIVE ASSIST", and "TIREWEAR", are the same for all other players (a "SETTINGS" button appears underneath to define these settings).
  - If "NO" is selected, the personal driving characteristics of the respective driver are selected.

- On the next page, you can select one of the saved track layouts or click on the "+" in the top right-hand corner to go to the track editor. There, you can plan your track virtually. To do this, click on the symbols shown below to add the appropriate track modules. Save the completed track in the top right-hand corner and assign a track name. Now select your track.
- Go to the next page and tap on "CREATE LOBBY", check that the track is set up correctly and, in particular, that the start finish line is in the right place. Press "CONTINUE to open the lobby.
- Now your fellow players who are in the same Wi-Fi network can join your lobby via the menu item "JOIN RACE" on their devices.
- Now you can change the starting order and the car/race properties.
- Make sure that all racers are switched on and illuminated.
- Once all players have made their settings and confirmed this with "DONE", you can start by tapping on "START".
- You can now let the cars do an autonomous warm-up lap; the cars will then drive autonomously to the starting position. Or you skip this procedure and place the cars directly at the start line with some distance between them.
- For the warm-up lap, all players place their racers on one of the next modules AFTER the start/finish line, with some distance between the racers.
- Now all players accelerate, if possible, one after the other, and without steering. The racers now recognise and scan the track autonomously and then drive themselves to their starting position. You can steer during this phase to warm up the tyres and maintain the distance to the car in front by accelerating and braking. The scan drive is only aborted if the vehicle leaves the track or if the brake and the function field in the centre are activated simultaneously.
- As soon as all racers are on the starting grid and all players have confirmed with "DONE", the start light appears.
- For a perfect start, press on the function field in the center of your screen, and then press the accelerator to activate the launch control. As soon as the race lights turn green, release the function field and leave your opponents behind you.
- While driving, you can activate the boost by pressing the accelerator and the function field at the same time.
- You steer the vehicle by turning the smartphone or tablet.

Career

Improve your personal skills.

Improve your driving skills by mastering various challenges in predefined races. Go to the "Career" menu item and simply follow the instructions on the screen.

Tuning

Improve your racer

By increasing your rank, you unlock various tuning elements with which you can make your racer faster and tune it according to the challenge.
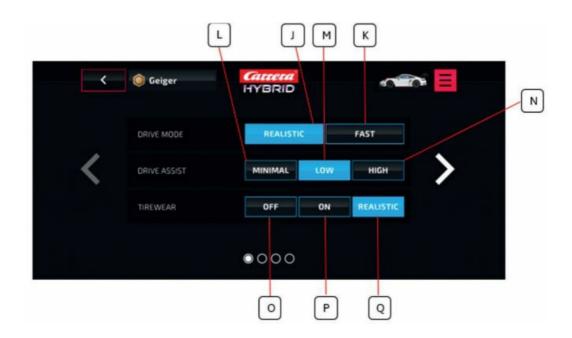
Safety instructions

- **CAUTION:** Not suitable for children under 36 months. Choking hazard due to small parts that can be swallowed. Caution: Risk of crushing due to the function.
- **WARNING:** This toy produces flashes that may trigger epilepsy in sensitised individuals.
- The car racing track is not suitable for use outdoors or in wet rooms! Keep liquids away.
- Do not set up the track in the immediate vicinity of sensitive objects, as vehicles ejected from the track may cause damage.
- Do not operate the racetrack at face or eye level, as there is a risk of injury from ejected vehicles.
- **Note:** The vehicles may only be put back into operation when fully assembled. Assembly may only be carried out by adults.
- This appliance can be used by children aged 12 years and above and persons with reduced physical, sensory, or mental capabilities or lack of experience and knowledge if they have been given supervision or instruction concerning the use of the appliance

in a safe way and understand the hazards involved. Cleaning and user maintenance must not be carried out by children without supervision.

- This toy contains batteries that are non-replaceable.
- This toy is only to be connected to equipment bearing either of the following symbols: ▢ or ⟨Ⅲ⟩

Setting

You can make the main game settings here

- **J. (REALISTIC)** Speed to scale like the real model
- **K. (FAST)** Increased speed for an arcade gaming experience
- **L. (MINIMAL)** Very low till almost no driving assistance
- **M. (LOW)** Low driving assistance through AI
- **N. (HIGH)** Strong steering and braking assistance through AI
- **0. (OFF)** No simulation of tyre wear
- **P. (ON)** Simulated tyre wear without tyre damage
- **Q. (REALISTIC)** Simulated tyre wear with tyre damage till destruction

Care and maintenance

Race track

- Keep the track surface clean with a dry cloth. Do not use solvents or chemicals for cleaning. When not in use, keep the track dry and protected from dust. Preferably in

the original box.

- Avoid exposing the track surface to direct light, as this can impair the driving behaviour.
- Painting, varnishing, or otherwise altering the track surface is not recommended, as this will impair its function.

Vehicle

- Always keep tyres and axles free of dirt and clean them regularly, as this can lead to malfunctions such as wheels that are difficult to turn, sor kidding of the racer. Tyres can be easily removed from the axle with the enclosed tyre puller to remove entangled dirt.
- The vehicle can be reset/switched off by briefly charging it.

Updates

CarreraHYBRID is a software-based game. It is therefore like likely there will be regular updates and player enhancements. This also applies to the operating instructions. You can find the latest version at carrera-toys.com/de/hybrid

Technical data

- **Frequency:** 2.4 GHz
- **Frequency band:** 2400-2483.5 MHz
- **Transmission power:** maximum 10 mW
- This product is labelled with the symbol for the selective disposal of electrical equipment (WEEE). This means that this product must be disposed of in accordance with EU Directive 2012/19/EU in order to minimise the resulting environmental damage. For more information, please contact your local or regional authority. Electronic products excluded from this selective disposal process pose a risk to the environment and health due to the presence of hazardous substances.

Declaration of Conformity

Hereby, Carrera Toys GmbH declares that the radio equipment type Carrera HYBRID"complies with Directive 2014/53/EU. The full text of the EU Declaration of Conformity according to Toy Safety Directive 2009/48/EC is available at the following internet address: carrera-toys.com/en/safety-and-quality

FCC 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.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

IC statement:

The device contains license-exempt transmitter(s)/ receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

1. The device must not cause interference.
2. The device must accept any interference, including interference that may cause

undesired operation of the device.

Documents / Resources

Carrera 50052007 Short Range Device Remote Control Toy Transceiver [pdf] User Manual
YFA50052007, 50052007 Short Range Device Remote Control Toy Transceiver, 50052007, Short Range Device Remote Control Toy Transceiver, Range Device Remote Control Toy Transceiver, Device Remote Control Toy Transceiver, Remote Control Toy Transceiver, Toy Transceiver, Transceiver

References

- User Manual

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🏷 50052007, 50052007 Short Range Device Remote Control Toy Transceiver, Carrera, Device Remote Control Toy Transceiver, Range Device Remote Control Toy Transceiver, Remote Control Toy Transceiver, Short Range Device Remote Control Toy Transceiver, Toy Transceiver, Transceiver, YFA50052007

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