

# Instruction Manual

V.1.1

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## Trademarks


DMXSLOTS is registered trademark of Wing Dynasty Limited


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## Instructional icons

-  **Warning** : situations that could cause injury to yourself or others
-  **Caution** : situations that could cause damage to your device or other equipment
-  **Note** : notes, usage tips, or additional information

 **WARNING!** This product is not suitable for children under 3 years of age because of small parts which can present a choking hazard. Some components have functional sharp points and edges - handle with care. The use of such products needs to be constantly supervised by the parents.

 **WARNING!** This product contains magnetic components. Magnets attracting each other or a metallic object inside the human body may cause serious or fatal injuries. Seek medical attention immediately if magnets are swallowed or inhaled.

 **WARNING!** This product is intended for indoor use only. It is not suitable for outdoor operation or operation in wet locations! Keep away from liquids and dusty environments.

-Regularly check the track, cars, tires and housing for damage! Replace defective parts to maintain top performance.

-Before cleaning any part, remove the battery. Use only a damp cloth for cleaning, Do not use, solvents or chemicals.

- When not in use, store the track in a dry and dust-protected location, preferably in the original cardboard box.

- Do not operate race track at "face" or "eye-level" to avoid the risk of injury in case cars leave the track.

## **Note:**

- Cars may only be operated in completely assembled condition. Do not open inside cover of the car or the handheld controller housings! Assembly may only be carried out by an adult. Please retain these details for future reference.
- All information in this instruction manual refers to the basic DMXSLOTS racing set. We will keep improving this document by posting the latest version on our web site under the “download” section. You are welcome to send us suggestions on our product through the “contact us” section of our official web site [www.dmxslots.com](http://www.dmxslots.com).
- All brand names, trademarks and logos are properties of their respective owners. DMXSLOTS racing systems is a patented invention of Wing Dynasty Limited. DMXSLOTS is a registered trademark of Wing Dynasty Limited.
- DMXSLOTS is a battery operated model car. Please use standard AAA batteries on both the handheld controller and car set. We recommend using new battery for official competitions to get the best performance of both the handheld controller and car set.

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## READ ME FIRST

The following points are an Important tips for the first time racer! Please read this before you start racing!

1) How to control the speed level to maximize the performance of the car:


Please put the car on the track after you turn the power switch of the car to "D = Day mode" or "N = night mode".

Depending on the version shipped to each country, either Type A or Type B handheld controller is included in your package.

Type A : The "+", "-" and "B" buttons are used to control the speed level of the car. "+" is used to increase (up to level 4) and "-" is used to decrease the speed level of the car. To use the top speed level "5", racers must press the "B" button (booster) after reaching speed level 4. Then the head lights of the car will start blinking as a reminder.

Type B : The "trigger" is used to control the speed level from level 1 to level 5 (booster level). Once the top speed (level 5) is activated, the head lights of the car will start blinking as a reminder.


Booster level : Level 5 is the top speed, but there is a time limit of "30 seconds". That is to say, when racers activate the top speed, the timer will start a countdown for 30 seconds (Depending on your car model, either the red LED on the controller or, the head lights of the car will start blinking as a reminder). Once the time limit reaches 30 seconds (accumulated usage of 30 seconds), the LED OR head lights will stop blinking and the speed level will drop from "level 5" (top speed) to "level 3" for 8 seconds (freeze). After 8 seconds, the full speed function will resumed.


 *Tip : Beginners should test run the car in speed "level 1" for a few minutes. Once you know how to control the car in each speed level, you will be able to find the right speed control strategy during a race.*

2) How to control the car to change lanes:

Type A: There are 2 arrow keys to change lanes. "Quick" press (press and release immediately) will change one lane. "Long" press (press and hold a little bit longer) will change more than one lane. The longer you press, farther it will change.

Type B: There is a turning wheel to change lanes.

 *Tip : The arrow key is very sensitive! Once you know how to do "Quick" press, you should be able to master the "Long" press skill. Remember, "Press and release the key immediately" is the key!*

 **PLEASE DO NOT OPERATE THE CAR ON ANY SURFACE OTHER THAN THE DMXSLOTS TRACK. USING THE CAR ON OTHER SURFACES WILL DAMAGE THE DMXSLOTS CAR. WHEN YOU PUT THE CAR ON THE TRACK, MAKE SURE THE CAR'S PIN IS INSERTED INTO THE SLOT OF THE TRACK.**

## WELCOME

Welcome to Dynamic Motion eXpress slot car racing. Your valuable advice will make our DMXSLOTS systems better, please do not hesitate to give us your advice through [www.dmxslots.com](http://www.dmxslots.com).

## How DMXSLOTS works

While traditional slot cars are confined to a single slot, or lane, on the track, and only able to change lanes and pass other cars at specific, purpose-designed cross-over sections of track, DMXSLOTS cars can change lanes and speeds at any place on the DMXSLOTS track. Traditional slot cars have a fixed pin that fits into a groove or slot on the track and guides them as they move forward. DMXSLOTS cars have a patented rotating mechanism underneath each car with four pins that retract and protrude as the driver commands the car to move left or right. The car disengages its pin with one lane's slot, moves to one side or the other, and reinserts a pin in the new lane's slot. The patented DMXSLOTS track has a series of parallel slots, allowing drivers to choose lanes on the inside, middle or outside of the raceway, passing or blocking other racers.

## OPERATING INSTRUCTIONS

### Vehicle

(1) Unscrew the battery compartment cover with a Phillips screwdriver to expose the battery box. (2) Install 2-AAA batteries with correct polarities as shown inside the battery compartment. (3) Put the battery compartment cover back and secure it with a screwdriver. (4) Turn switch ON to start the vehicle.

### Remote Controller

(1) Unscrew battery cover with a Phillips screwdriver to open battery cover. (2) Install 2-AAA batteries with correct polarities as shown inside battery compartment. (3) Put the battery compartment cover back and secure it with a screwdriver. (4) Check to see that vehicle is turned on. (5) Control the vehicle.

🔑 The battery compartment cover may have used a plastic lock instead of a screw lock.

### Function

(1) The infrared/radio circuitry in your car and remote controller is sensitive. (2) Direct sun light / spot light can affect the infrared signal of your car. (3) You may have to choose another location to operate your car.

### Safety Instructions/ Warning

**WARNING: CHOKING HAZARD** - Small parts. Not for children under 3 years.  
Do not mix different brands of batteries.  
Do not mix new and used batteries.  
Do not mix alkaline, standard (Carbon-Zinc) or rechargeable (Ni-Cd) batteries.  
This product is designed to use standard AAA batteries.

## **Safety Instructions/ Warning**

Batteries must be inserted with the correct polarities as shown in the battery compartments.

Exhausted batteries should be removed from the vehicle and disposed of properly.

Do not dispose in fire as batteries may leak or explode.

The supply terminals are not to be short-circuited.

Batteries should be replaced by an adult.

Non-rechargeable batteries are not to be recharged.

All materials for fastening or packing purposes are not part of the toy and should be discarded for children's safety.

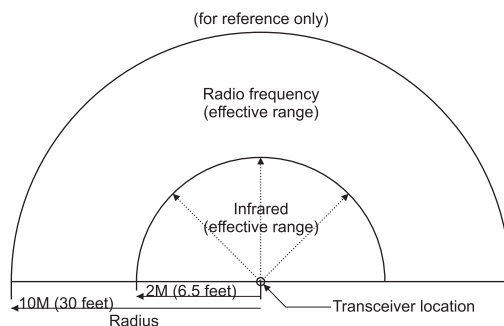
Please keep this package for future reference as it contains important information.

Colors & contents may vary.

Rechargeable batteries are only to be charged under adult supervision.

## **How to assemble and disassemble DMXSLOST track**

DMXSLOTS Track is a simple system that allows users to add track modules (straight, curved and pit-stop) to enhance the fun of the game. The only consideration is the total length of the raceway should not exceed the range that the infrared and/or radio frequency can reach. For the infrared system, as it is based on the connection between the transceiver (handheld controller) and receiver (car) it is important to allow transceiver to point toward the receiver during the racing game. For digital systems, there is no need for the transceiver to point toward the receiver as it is based on radio frequency. The suggested range of infrared systems is about 2 meters (about 6.5 feet) radius range.(diagram 1).



**diagram 1**

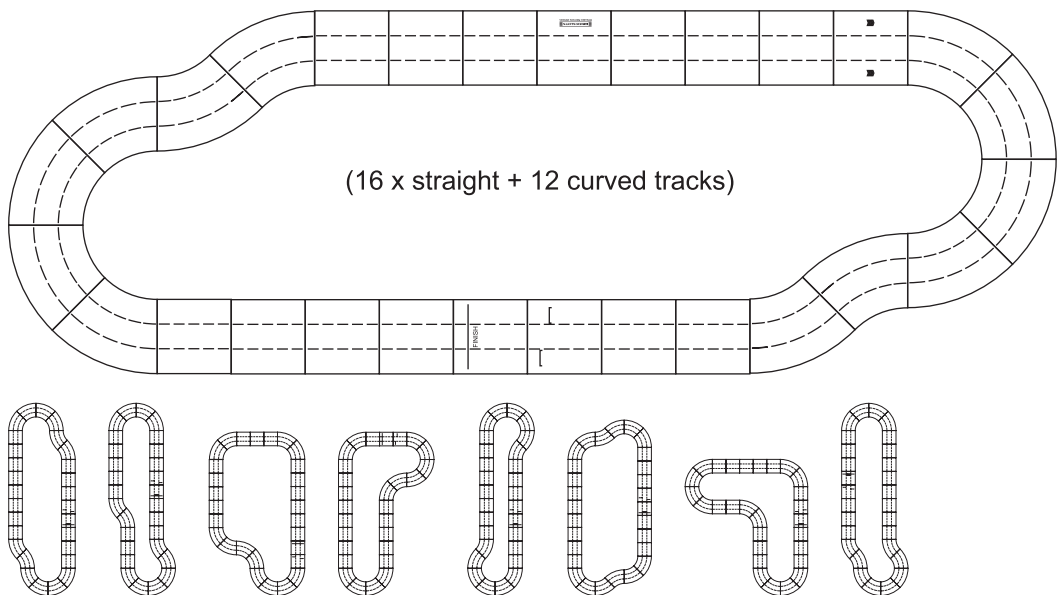


diagram 2

The basic set comes with 16 straight track modules and 12 curved track modules. They can be assembled different shape raceway (diagram 2). Please follow the assembly instructions (diagram 3) and disassemble (diagram 4) the track modules.

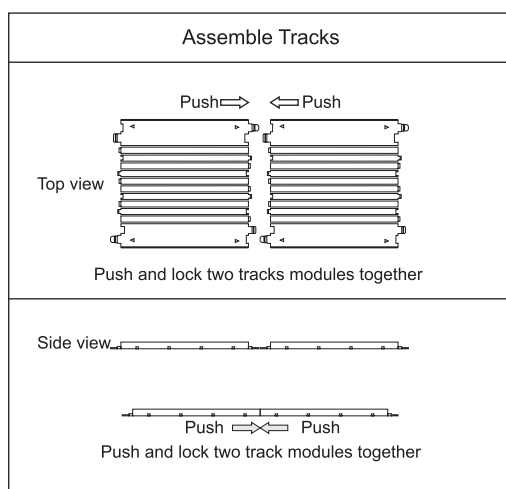


diagram 3

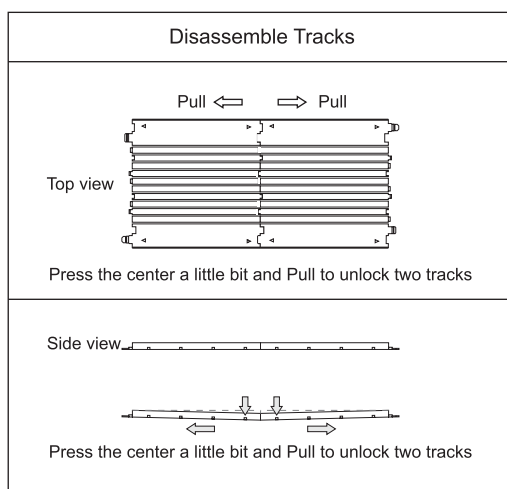
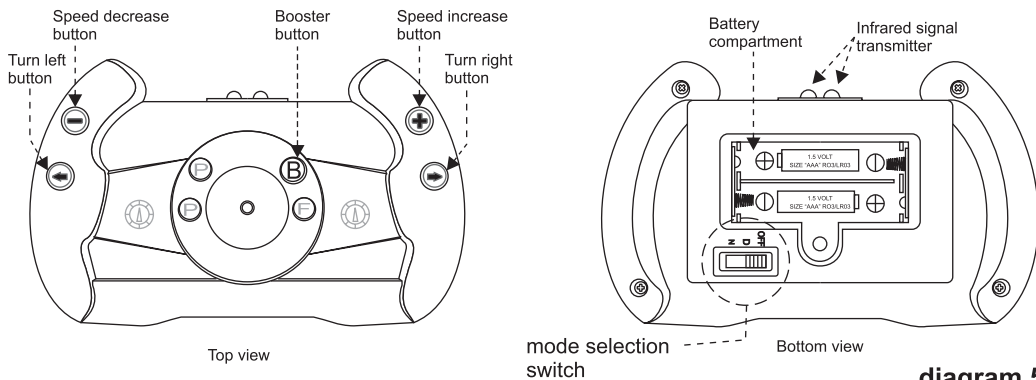


diagram 4

## Features of DMXSLOTS handheld controller\*

There are 2 types of handheld controllers Type-A (diagram 5) and Type-B (diagram 6)

### Type-A\*



**diagram 5**

- “+” & “-” - buttons are the speed increase/decrease control.
- “←” & “→” - buttons are the move left/right control.
- “B” - is the booster, used to activate the car’s top speed.

There is a switch on the back of the handheld controller for mode selection.

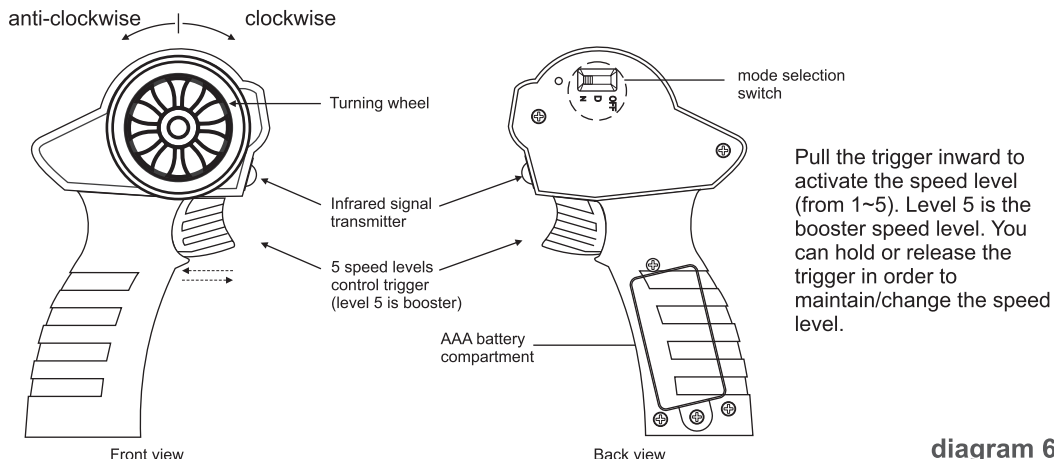
“OFF” mode - turn the power to OFF

“D” mode - turn on the power of the handheld controller

“N” mode - turn on the power and the head light of the handheld controller

### Type-B\*

There is a turning wheel on the controller (diagram 6), you can use this turning wheel clockwise / anti-clockwise to control the car to change lanes left or right.



**diagram 6**

\* Depending on the version shipped to each country, either Type A or Type B handheld controller is included in your package.



## How to use the features of the handheld controller (Type-A)

- 1) **To start a car :** Press “+” button to start the motor engine of the car.  
Each car has 5 speed levels. Press the “+” button “once” to increase one speed level and press the “-” button “once” to decrease the speed one level. There is a programmed delay in increasing the speed up one level (like real racing; shifting gears one-by-one). However, there is no delay in decreasing the speed level. The “+” button can control the speed range from level 1 to level 4 only. “Level 5” is activated by the “B” button (booster). When you reach speed “level 4”, you can press the “B” button to activate the top speed “level 5” and the “red led” on the handheld controller OR the head lights of the car will start blinking for your time limit of 30 seconds.
- 2) **Booster tactic :** All DMX cars respond to a “booster” button on the handheld controller. This shifts the car into its top speed mode, enabling it to pass or follow other cars on the track. However, the booster button can only be used for a cumulative time of 30 seconds before it resets. During reset times, the car returns to a slower speed (level 3; and the “+” button is disabled during reset time). Reset times vary depending on which speed pattern chip is installed (diagram 8a). Thus, choosing when to engage the booster button is one tactical decision for racers to make.
- 3) **Changing lanes :** Press the “←” & “→” buttons to change lanes at any time and at any spot on the track. You can “pass”, “intercept” and “block” your competitors during the race. Cutting in on the curve at the right time is one of the key winning strategies in a race.



### Hints :

You may experience drifting too much (even 180°) on the curves. This is due to dusty on the track and on the tires. Cleaning the track and tires with a wet towel will improve the cars’ performance on the track. DMX will make available different racing tires to meet your changing needs. Please keep visiting [www.dmxslots.com](http://www.dmxslots.com) to see what’s new.

## How to use the features of the handheld controller (Type-B)

- 1) **To start a car :** Pull the trigger inwards to start the motor engine of the car.  
Trigger - 5 speed level control (top speed is level 5)  
By using the trigger, you can direct control the speed level from 1 to 5. When you see the head light of the car is blinking, that means you have activated the booster level .
- 2) **Changing lanes :** Move the turning wheel to clockwise / anti-clockwise to control the car to change lanes. You can “pass”, “intercept” and “block” your competitors during the race. Cutting in on the curve at the right time is one of the key winning strategies in a race.

## Features of DMXSLOTS cars

DMXSLOTS cars have a patented rotating mechanism underneath each car with four pins that retract and protrude as the driver commands the car to move left or right. The car disengages its pin with one lane's slot, moves to one side or the other, and reinserts a pin in the new lane's slot. A detail diagram (diagram 7,8) highlights all built-in features of the car.

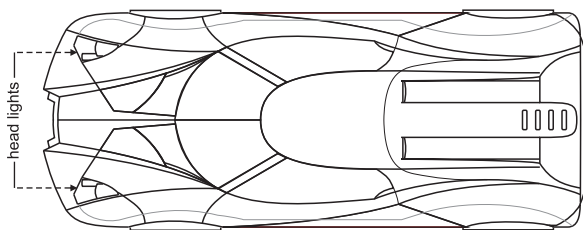
### Features:

There are switches, buttons and key components you should pay attention to.

- "ON/OFF" switch - turns the car's power on and off
- "Speed pattern chip" - activates different speed pattern that will change the performance of the car
- Racing tires - a consumable parts that need extra care and attention
- Rotation base - key component that need extra care and maintenance

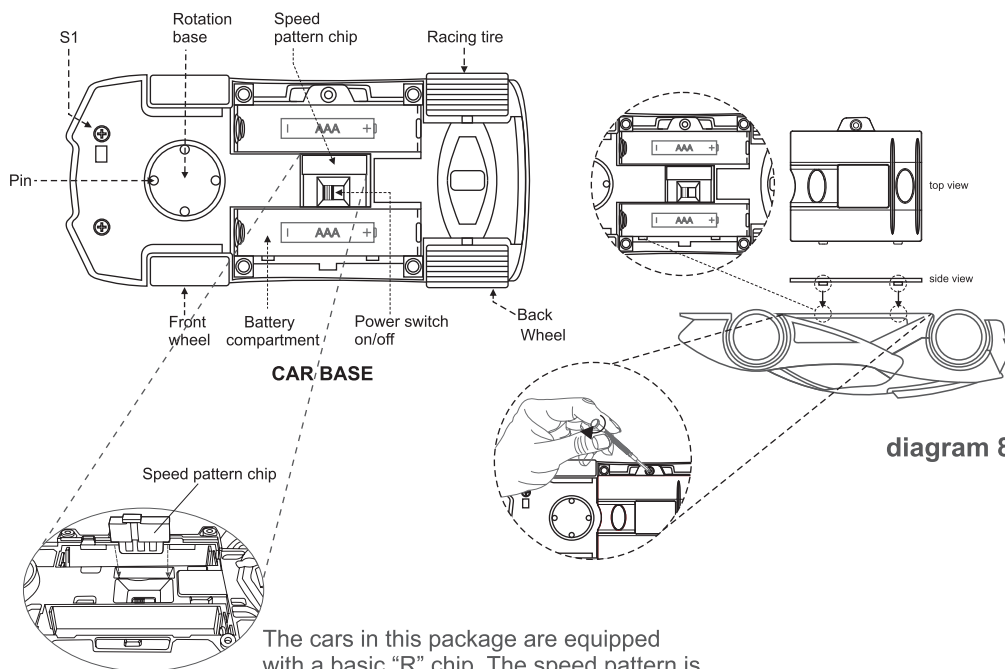
### Speed pattern chip :

All DMX cars come with the basic "R" speed pattern chip. As well as allowing racers to change speeds to maintain control of the car on the track, the "R" chip will take 8 seconds to reset the booster function after the 30-second maximum has been reached. The speed pattern of the "R" chip is 30%,50%,60%,70%,100% (booster).



CAR BODY

diagram 7



**diagram 8**

**diagram 8a**

The cars in this package are equipped with a basic "R" chip. The speed pattern is good for beginners. Once you have mastered the basic skills, you can upgrade to different chips to customize your car.

**FAQ**

My car is drifting on the curves of the raceway. What I should do?	When there is dust on the surface of the tires and on the track, the car may drift through the curves. Cleaning the dust on the tires and on the track will help improve the performance of the car when passing the curves of the raceway.
How to turn on the head lights?	Select night mode "N" on the back of the handheld controller to turn on the car's head lights.
Is DMX equipment waterproof?	The racing system is designed for an indoor environment. The car set is not waterproof so it is important to avoid any water splashing on the car and handheld controller.
Can I use IR and RF car set at the same time?	Yes, you should be able to use IR and RF car set on the same raceway together (ie. they do not interfere with one another).
What is the size of the Road Warrior car?	The car size measure approximately 12.8cm (L) x 5.9 (W) x 3.5 (H)
Why can't change lanes?	The changing lanes function needs stronger battery power. Changing the batteries in your car will provide enough power to continue your race.

[www.dmxslots.com](http://www.dmxslots.com)