

TECNITOYS

SCALEXTRIC®



TRAINER 2 COMPUTER



Contenido

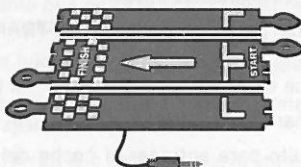
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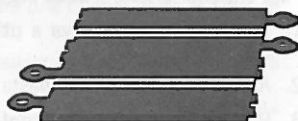
x1



x1



x1



DISEÑADO EN EUROPA.
DESIGNED IN EUROPE.
PROJEKT WYKONANO W EUROPIE.
FABRICADO EN CHINA.
WYPRODUKOWANO W REPUBLICE CHIŃSKIEJ.

REF 8849

TRAINER COMPUTER 2

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Para el buen funcionamiento del TRAINER 2 debe colocar las pistas en el siguiente orden :

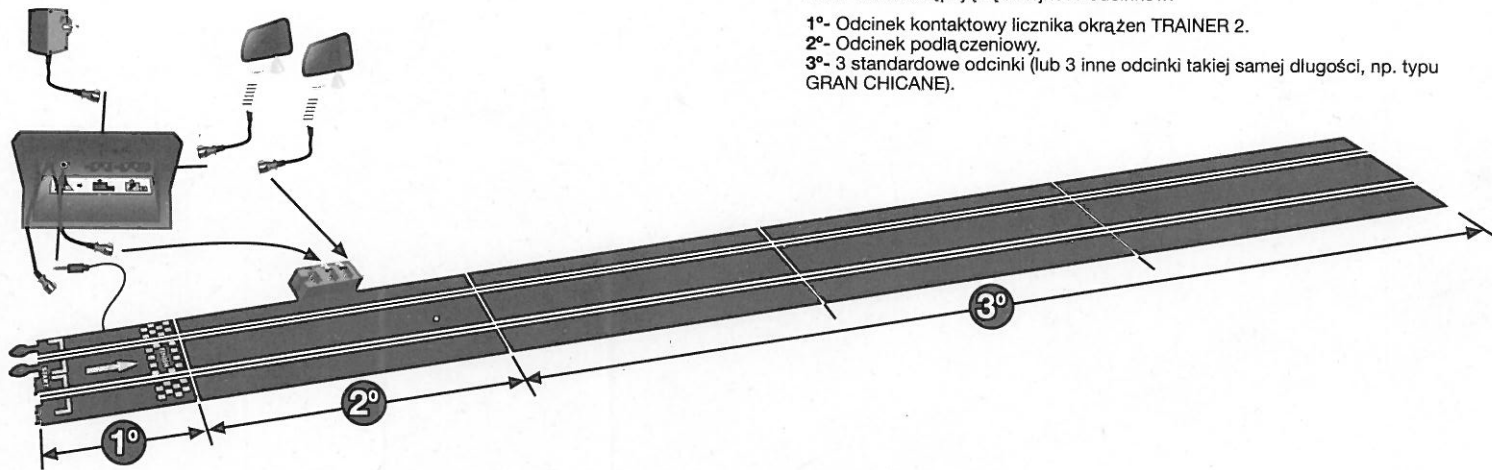
- 1º- Pista de contactos del TRAINER 2.
- 2º- Pista de conexiones.
- 3º- 3 rectas standard (o 3 pistas que tengan la misma longitud como por ejemplo la GRAN CHICANE).

For the TRAINER 2 to work properly, the tracks must be laid in the following order:

- 1- TRAINER 2 contact track.
- 2- Terminal track.
- 3- 3 standard straights (or 3 tracks of the same length, e.g. GRAND CHICANE).

Aby zapewnić prawidłowe działanie licznika okrążeń TRAINER 2 należy zachować następującą kolejność odcinków:

- 1º- Odcinek kontaktowy licznika okrążeń TRAINER 2.
- 2º- Odcinek podłączeniowy.
- 3º- 3 standardowe odcinki (lub 3 inne odcinki takiej samej długości, np. typu GRAN CHICANE).



The TRAINER 2 is an accessory with which you can race against a car driven by the system. During the race the TRAINER 2 will alter the speed of its car depending on the progress of the race.

Key Functions

- (M)** MODE KEY: press this and the different race modes will appear.
- (←)** DISPLAY KEY: press this to choose the display whose value you wish to change.
- (↑)** UP KEY: press this to increase the number on the display selected.
- (○)** OK KEY: press this during programming to confirm your selections, and during a race to reset, starting a new one with the settings selected.

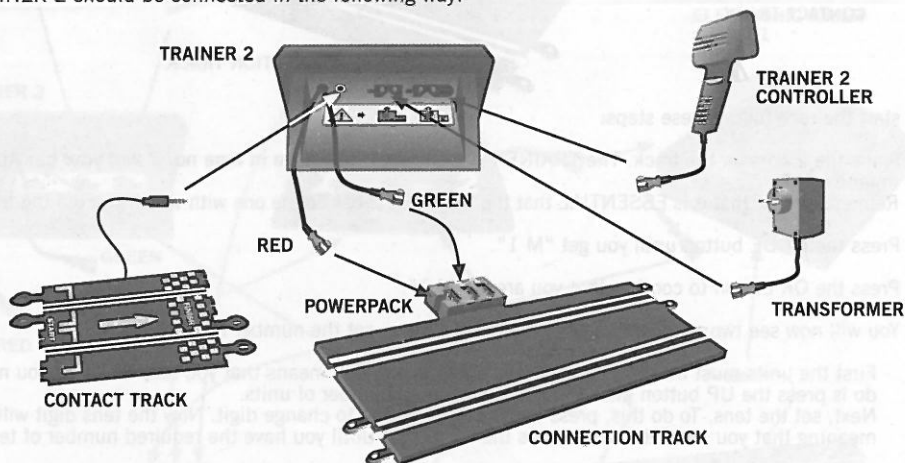
Race Modes:

M 0: Training mode

M 1: Mode for programming a race with the number of laps, counting forward.

Training

The first thing to do is to "train" the car which will be controlled by the TRAINER 2. TRAINER 2 should be connected in the following way:

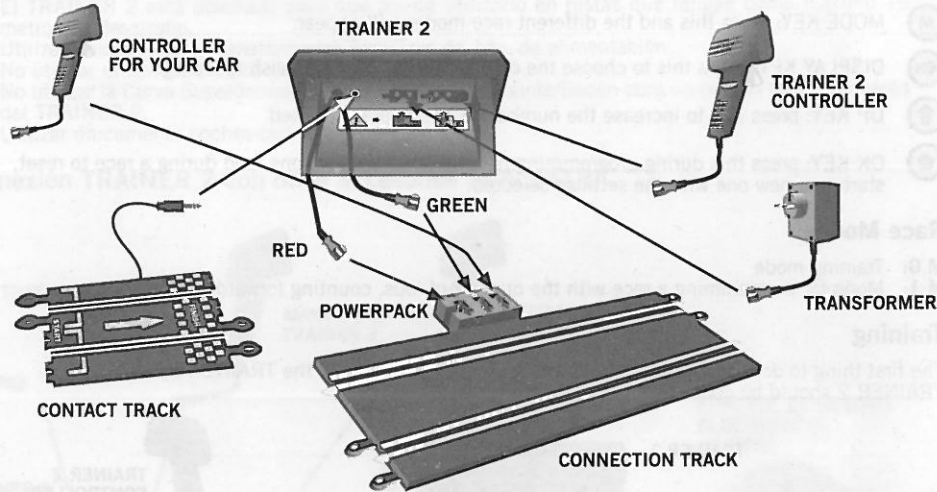


Follow the steps below to train the car:

1. Choose the car which you are going to use to race with the TRAINER 2 and ALWAYS put it in lane no. 2.
2. Press the MODE button until "M 0" appears on the score display.
3. Press the OK button to confirm that the race mode is "M 0". The display will show <>.
4. Start doing laps of the circuit to train the TRAINER 2 car. You can do as many as you like, but the recommended minimum is 10. During training the trigger on the trainer should not be pressed suddenly and the car should not go up to the maximum speed, otherwise the TRAINER 2 car could come off the track during the actual race.
5. From the third lap onwards, a beep will sound for each fast lap.

Competition

To race against the TRAINER 2 you should connect the other controller (the one for your own car) ALWAYS on lane no. 1. Connect this controller to the connection track as shown below:



To start the race follow these steps:

1. Place the 2 cars on the track. The TRAINER 2 car must **ALWAYS** go in lane no. 2 and your car **ALWAYS** in lane no. 1.
Remember, too, that it is **ESSENTIAL** that the TRAINER 2 car be the one with which you did the training.
2. Press the MODE button until you get "M 1".
3. Press the OK button to confirm that you are in "M 1".
4. You will now see two numbers "0 0". Now is the time to set the number of laps:

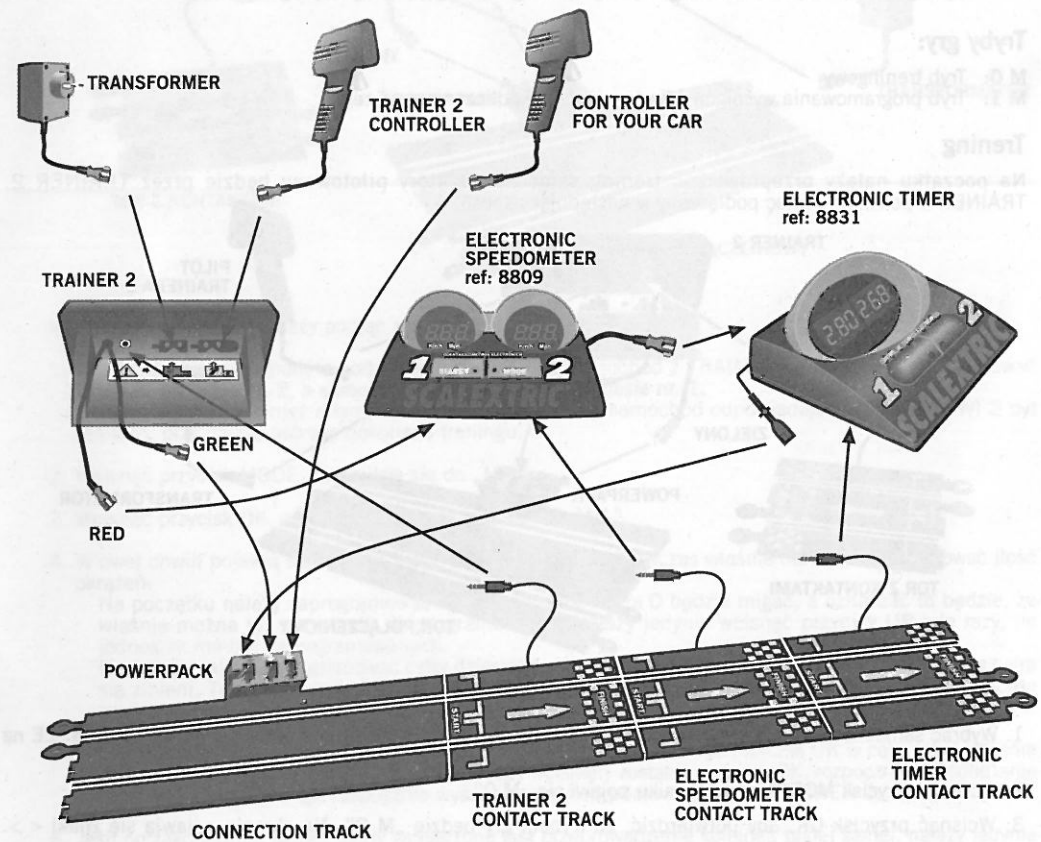
First the units must be set. The digit 0 is blinking and this means that you can set it. All you need to do is press the UP button until you get the required number of units.
Next, set the tens. To do this, press the DISPLAY button to change digit. Now the tens digit will blink, meaning that you can set it. Just press the UP button until you have the required number of tens.

5. After setting the number of laps, press the OK button to confirm the number of laps set. When you press the OK button a countdown will begin, after which the TRAINER 2 car will start the race.
6. If after finishing the race you want to have another the same, just press the OK button and start again. Should you want to race again with a different number of laps, you must start again from point no. 1 of the COMPETITION section.
7. If you want to change the TRAINER 2 car or have another training session, you need to start at step 1 of the TRAINING section.

IMPORTANT

- The TRAINER 2 must always run in lane no. 2.
- NEVER connect the transformer to the socket in the TRAINER 2 control.
- The TRAINER 2 is designed to be used on tracks up to a maximum of 15 metres long.
- Use only the TecniToys 14v. power transformer.
- Do not use the 2-speed controller.
- For the TRAINER 2 to work properly, do not use either the super sliding curve or the humpback bridge / dip.
- Use only cars with a magnet.

Connecting the TRAINER 2 to other SCALEXTRIC accessories



FOR YOUR SAFETY

NOTICE TO PARENTS

The transformers used with the toy should be regularly examined, and in the event of the detection of any signs of wear in the electrical components of the toy (wire, plug, etc.), it should not be used until they have been correctly repaired. Some pieces have sharp points and can be dangerous if used improperly.

ELECTRIC TOY

Not recommended for children under 8. Use only the transformer provided. Use only under adult supervision and disconnect when it is not in use. The transformer is not a toy. As with all electric toys the necessary precautions should be taken to avoid electric shock. The transformer should be disconnected when cleaning the toy.

GUARANTEE

SCALEXTRIC 2 YEARS' GUARANTEE

Every SCALEXTRIC product is guaranteed for a period of 2 years from the date of purchase (certified by proof of payment). TecniToys Juguetes, S.A. will repair or exchange the product if any defect appears in it during the guarantee period.

The guarantee does not cover damage due to causes unrelated to the product or due to improper installation (particularly not using an original SCALEXTRIC transformer) or to any alterations done by the user.

IMPORTANT: It is advisable to keep the packing the product came in, in case it is necessary to return it to after-sales service, as well as proof of purchase, during the guarantee period.
Manufactured according to European EN 71 regulations.

ZALECENIA BEZPIECZENSTWA

UWAGA DO RODZICÓW

Transformatory używane w tej zabawce należy regularnie badać pod kątem uszkodzeń. Wszelkie zużyte części elektryczne (druły, wtyczki itp.) powinny zostać naprawione przed użyciem zabawki. Niektóre elementy mają ostre końce i mogą być niebezpieczne w razie nieprawidłowego użycia.

ZABAWKA ELEKTRYCZNA

Nie zalecana dla dzieci młodszych niż 8 lat. Używać jedynie załączonego transformatora. Używać jedynie pod nadzorem dorosłego i odłączyć, gdy nie jest w użyciu. Transformator nie jest zabawką. Należy się zabezpieczyć przed porażeniem prądem, jak to ma miejsce w przypadku innych zabawek elektrycznych. Podczas czyszczenia zabawki transformator należy odłączyć.

GWARANCJA

SCALEXTRIC GWARANCJA NA 2 LATA

Każdy produkt SCALEXTRIC ma gwarancję na 2 lata od daty zakupu potwierdzonej paragonem sprzedaży. Firma TecniToys Juguetes, S.A. zobowiązuje się naprawić lub wymienić produkt, jeśli w trakcie gwarancji pojawi się w nim jakaś usterka.

Gwarancja nie obejmuje uszkodzeń spowodowanych czynnikami zewnętrznymi, modyfikacja wprowadzona przez użytkownika lub niewłaściwa instalacja (szczególnie przy używaniu transformatora innego niż oryginalny SCALEXTRIC).

UWAGA: Zaleca się zachować w trakcie okresu gwarancji opakowanie produktu i paragon sprzedaży na wypadek konieczności zwrotu zabawki do serwisu.
Wyprodukowano zgodnie z normą europejską EN 71.