

PELICAN



Wireless Race 'N Play

For PlayStation® 2



**Race 'N Play
Wireless
PL-673**



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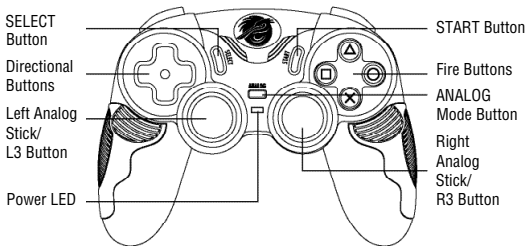
Console Protection Guarantee

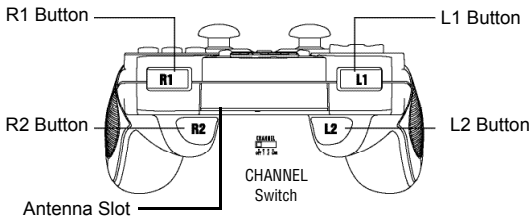


Pelican's Console Protection Guarantee assures you of Pelican's commitment to quality and customer satisfaction. The Protection Guarantee warrants the connection (the plug port of the video game console and the plug of the Pelican controller) between the controller and your video game console system., i.e., that with the proper use of our controller (see manual) we agree to replace or repair your video game system in the event that our controller directly causes damage to your game console as a result of our controller failing to perform properly. Circumstances that may cause our protection guarantee to take effect might be one of the following: the video game console does not acknowledge a controller which has been plugged in, original controller fails to operate after using a Pelican controller, other non-pad controllers fail to operate after using a Pelican Controller. This protection warranty does not include the video game power supply, any part relating to the CD/DVD load and read mechanism, internal operating system, nor the cabinet of the video game system. This warranty will not apply if the Pelican controller is not used as directed in the product manual enclosed. For further information or help please contact us at (800) 331-3844 or on line at www.pelicanperformance.com

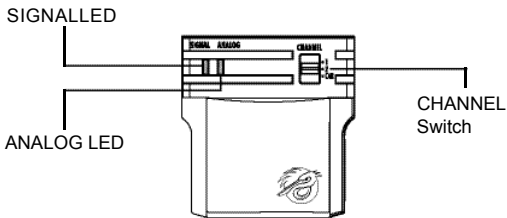
Product Layout

Race N Play Wireless Controller





Race N Play Wireless Receiver Unit



Race N Play Car



Race N Play Car Charger



Antenna



Product Overview

Race N Play Wireless Controller uses advanced RF technology which gives you the ability to play without the limitations of typical corded controllers while still giving you lightning fast control over your favorite game or even control the included RF car. There are a few switches, buttons, LED's (lights), and features not found on your basic PlayStation®2 Controller. The following is an explanation of these elements.

Reduced Size:

Race N Play Wireless was designed to maximize comfort even during extended gaming sessions. Race N Play has been reduced about 10% to 15% smaller than your normal Wireless Controllers.

Power / Channel Switch:

This switch selects the broadcast channel of the radio frequency. There are four positions; "Off", 1, 2, and 3. When in the "Off" position the power to the Race N Play Wireless is off. There is a corresponding Channel Switch on the Receiver Unit with three position; 1, 2, and 3.

Mode LED / Analog Button:

Press the Analog Button to switch modes. When the LED is red the controller is in analog mode, and when the LED is off the controller is in digital mode. The Mode LED is located on the Receiver Unit.

Power LED:

The Power LED will come on when you have the Race N Play Wireless switched into channel position 1, 2, or 3.

Signal LED:

The Signal LED is green and will flicker under normal operation to show data is being transferred.

Relocated L2 / R2 Buttons:

The L2 / R2 buttons have been relocated to give the user greater comfort and a much quicker reaction time than other controllers.

Battery Compartment:

Race N Play Wireless requires the use of two AA batteries. There are two battery compartments on the Race N Play Wireless. One battery will go in each handle. Because of the battery location the vibration motors have been removed from Race N Play Wireless, meaning there is no vibration function. Double check and make sure batteries are inserted correctly.

WARNING

Please verify that all the batteries are inserted correctly. If they are inserted incorrectly, it may cause personal injury as well as damage to your Race N Play Wireless Controller.

Power Save Mode:

When not in use the Race N Play Wireless Controller automatically turns off to conserve batteries. To turn on the Race N Play Wireless controller you must turn the power switch to the "Off" position and then back to the desired channel.

NOTE: Turn off the controller when not in use to extend your battery life.

Race N Play Car:

Race N Play Wireless comes standard with a Micro RF Car that can be controlled using your Race N Play Controller.

Race N Play Car Charger:

A quick charger is also included to charge the Race N Play car. The charge time is approximately 2 minutes and will last for 5 minutes of racing.

High performance Antenna:

Race N Play Wireless gives you a high performance antenna to boost the range and performance of the the Race N Play Car. With the use of this antenna the Race N Play Car will do about double the range of the standard Micro Cars.

Instructions For Race N Play Wireless Controller

1. Make sure your PlayStation® 2 is turned off.
2. Remove the battery lids using the supplied screw driver and place 2 AA batteries (not included) into the Race N Play Wireless Controller. Make sure the batteries are inserted as shown in the battery compartment.

Remove
screw with
supplied
screw driver



3. Select a Channel for the controller. You may select any channel you desire 1, 2, or 3. In most cases you can leave the channel set to position 1.

4. Make sure the Receiver channel is set to the same channel as the controller. This is important, if the channels don't match on both the controller and the receiver there will be no communication and the product will not function.

Note: If you are using more than one Race N Play Wireless Controller you must use different channel settings, i.e. the first controller and receiver are set to Channel 1, the second controller and receiver are set to channel 2. The channel position selected on the controller and receiver have no relation to the PlayStation® 2 controller ports.

Note: If you have the Channel switch set to "car" you will not be able to use it with the PlayStation® 2. The Controller will only control the Race N Play Car.



5. Plug your new Race N Play Receiver Unit into controller port one. If you already have a controller and want to use Race N Play Wireless as a second controller, make sure you have a controller plugged into controller port one and plug the Receiver Unit into controller port two.
6. Insert a game into your PlayStation® 2 and turn the system on.
7. The signal LED will be green when a connection is made between the controller and the receiver.
8. You are now ready to play.

Instructions For Race N Play Car & Charger

1. Make sure your PlayStation® 2 is turned off.
2. Remove the battery lids using the supplied screw driver and place 2 AA batteries (not included) into the Race N Play Wireless controller. Make sure the batteries are inserted as shown in the battery compartment.

Remove
screw with
supplied
screw driver



3. Set the Channel Switch to the Car position. The switch should be all the way to the right most position.



4. Connect the supplied High Performance Antenna to the Race N Play controller. The antenna will screw in clock wise.

5. Remove the battery lid for the Race N Play Car Charger and properly insert the batteries.



6. Place the Race N Play Car on the Charger and let it charge for approximately two minutes.



7. Remove the Race N Play Car from the charger. You are now ready to let the racing begin. Once the battery on the Race N Play Car gets low you can just simply place it back on the charger and let it charge for another two minutes.

Trouble Shooting For Race N Play Wireless Controller

If you are having difficulties with your new Race N Play Wireless Controller please refer below:

The Vibration function is not working on my new Race N Play Wireless controller.

1. Race N Play Wireless does not support Vibration because the controller is very compact, eliminating the bulk common to other wireless controllers and was designed for maximum battery life.

My system turns on but I don't see anything on the TV.

1. Check to verify that your A/V cable is properly connected to your system.
2. Check to verify that your A/V cable is properly plugged into your television set.

My Race N Play Wireless does not respond.

1. Check to verify your Race N Play Receiver unit is firmly and properly plugged into controller port one, or port two if it is for a second player.
2. Check to verify that your batteries are inserted correctly. Make sure both batteries are inserted. Please refer to page 9 for more details on inserting the batteries.
3. Check to verify that the Race N Play Wireless and the Receiver Unit are on the same channel / frequency. Please refer to page 8 for more details.
4. If the game only functions in Analog Mode, press the analog button until the Mode LED on the Receiver turns red.
5. Unplug the Receiver Unit and reconnect it if you are still experiencing problems. This will reset the connection between the Chameleon Wireless and the Receiver.

My Race N Play Wireless does not seem to operate properly and is losing connection with the Receiver.

1. It is quite normal to have interference from other devices in your home such as cell phones, cordless phones, wireless networks, or even microwaves. Because of this Race N Play Wireless has three different channels / frequencies to choose from in case there is interference on one of the channels / frequencies. Switch to another channel / frequency if you are experiencing non-normal operation or lag. Please verify that the receiver is also switched to the same channel / frequency.
2. If you have two Race N Play Wireless controllers verify that they are each set to a different channel / frequency and their corresponding Receiver matches the channel /frequency that the controller is set to. If you are not using your second Race N Play Wireless controller you should always make sure it is in the off position.
3. Unplug the Receiver Unit and reconnect it if you are still experiencing problems. This will reset the connection between the Race N Play Wireless and the Receiver.

Trouble Shooting For Race N Play Car

My Race N Play Car does not seem to operate properly or does not respond to the Race N Play Wireless Controller.

1. Check to verify the the Race N Play Wireless Controller is set to the "Car" position on the channel switch.
2. Check to verify that your batteries are inserted correctly into your Race N Play Wireless Controller. Make sure you have inserted both batteries. Please refer to page 12 for more details on inserting the batteries.
3. Make sure you charge your Race N Play Car with the provided charger for at least two minutes.
4. Check and verify that your batteries are inserted correctly into your charger and recharge your Race N Play Car. Please refer to page 13 for more details on inserting the batteries



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For technical questions please visit
<http://www.pelicanperformance.com>

or call us directly at 1 (800) 331-3844

Warranty Card

Pelican warrants to the original consumer purchaser that the product will be free from defects in materials and / or workmanship for a period of 5 years from the date of purchase. If a defect covered by this warranty occurs during this period, Pelican at its option will repair or replace, at no charge, any part that Pelican determines to be defective.

To obtain warranty service during the warranty period, send the defective product postage pre-paid, with a money order for \$4.00 to cover the return postage and handling, along with proof of purchase and the date of purchase to:



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This warranty shall not apply if the product has been damaged by abuse, misuses, negligence, accident, modification, tampering or by any other causes unrelated to defective materials and / or workmanship.

Repair or replacement as provided under this warranty is Pelican's exclusive prerogative. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO 5 YEARS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH IN THIS LIMITED WARRANTY. IN NO EVENT SHALL PELICAN BE RESPONSIBLE FOR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. This warranty gives you specific legal rights, and you may also have other legal rights, which vary from state to state.

IMPORTANT NOTICE



Chameleon Wireless

FCC-ID: O7X-CHAM1

FCC-ID: O7X-CHAM2

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment. 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.



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