

## CAUTION - SUPERVISION REQUIRED

- Small parts. Not for children under 3 years.  
⚠ **WARNING:** CHOKING HAZARD

### BATTERIES NOT INCLUDED

- Instructions including rules for Warmit Smashin' games.
  - Bumper stickers, license plate and other decals (to create your own look)
  - (3) Break-Apart Warmits (in foam material)
  - (1) Remote Controller - Full Function (Forward, back, right, left)
  - (1) Radio Control 1:24 Scale Truck - With working suspension
- Contents:

Ages 14+

### BATTERY CAUTIONS:

- We recommend to always use fresh batteries for optimum performance.
- Only use alkaline non-rechargeable batteries.
- Do not mix old and new batteries and never mix alkaline or standard (carbon-zinc) batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged and should only be charged by an adult.
- Batteries are to be inserted with the correct polarity.
- Keep packaging and instructions manual because they contain important information. Also it is a good place to store your vehicle when not in use.
- Exhausted batteries are to be removed from product and disposed of safely (and never in a fire).

### SAFETY PRECAUTIONS:

- Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate this product.
- For safe operation of your vehicle, keep wheels free from materials that can bind them including hands, hair, fibers, dust, grit, etc. and keep the battery connection clean and dry.
- Wipe down your Vehicle if it gets dirty.
- Turn off the vehicle when not in use.
- Users should keep strict accordance with the instruction manual while operating the product.
- Do not drive Vehicle on public streets or highways as this could cause serious, personal injuries, and/or property damage.
- Do not drive the Vehicle in water as this could damage the Vehicle.
- Do not deliberately run into hard objects as they may cause damage to the Vehicle.

If you have any questions or comments, please direct them to Redneck Roadkill™ at the following web address:  
[info@redneckroadkillrc.com](mailto:info@redneckroadkillrc.com)

St. Louis, MO 63117 USA  
Sales and Marketing, LLC

# THREE FORKS

Range Up to 50 feet  
Battery Operated  
Full Function Radio Control

Mother Truckin/Warmit Smashin/Radio Control



### 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.

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

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 connected.
- Consult the dealer or an experienced radio/TV technician for help.

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

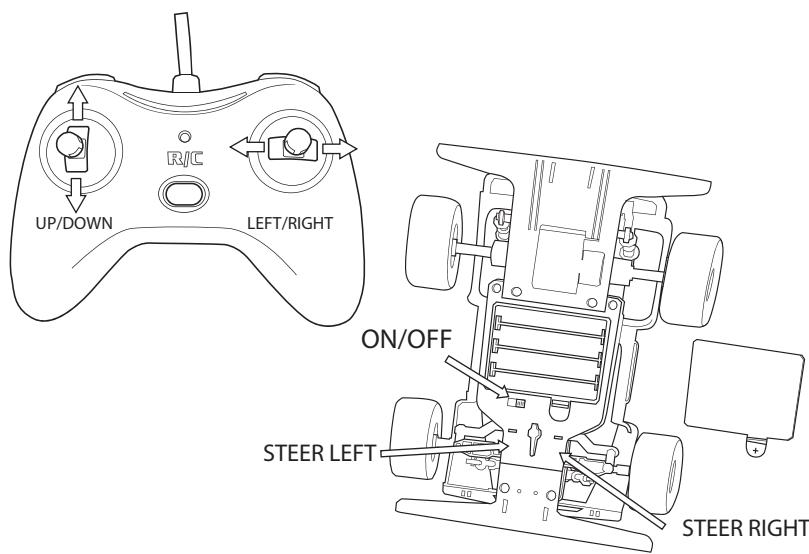
Product contents and colors may vary.

Batteries not included and required for vehicle and remote controller.

# REDNECK ROADKILL INSTRUCTIONS

## **Transmitter Functions:**

- Follow these controls to operate vehicle correctly.
- Remote range approximately 50 feet.



## **Vehicle Operation:**

- START: Move switch on bottom of vehicle to the "ON" position.
  - FORWARD/REVERSE: Push left joystick up to move vehicle forward and down for reverse.
  - LEFT/RIGHT STEERING: Push right joystick left to turn vehicle left or right to turn right.
- FCC CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

## **Batteries and Battery Installation:**

- This product is battery operated and requires 6 batteries.

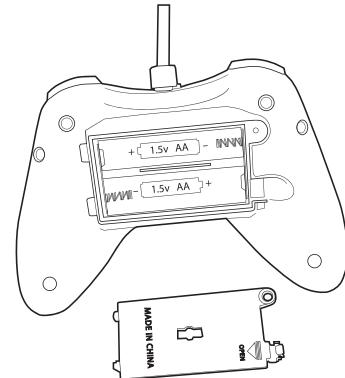
Vehicle: 4 x AAA batteries (Not included).

Transmitter: 2 x AA batteries (Not included).

- For each the Truck and Transmitter, remove compartment cover and install batteries in battery box following the correct polarity as indicated on each battery compartment. Replace the battery cover.
- Alkaline Batteries recommended.

## **Wheel Alignment:**

- If vehicle pulls to the left or right during forward driving, the Steering Trim may need to be adjusted (see diagram). and is located on the bottom of the vehicle between the front wheels.
- Note: if vehicle steers to the left, adjust trimmer to the right. If vehicle steers to the right, adjust trimmer to the left.



## **Break-Apart Varmints:**

- This product comes with 3 soft foam break-apart foam varmints.
- During play and when hit by the truck, the varmint pieces will break apart. However, they are easy to reassemble by fitting the pieces back together like a puzzle (see diagram).



**Roadkill Game:** Below are 5 games you can play with your Truck and varmints. Each may be played with 2 or more players. Feel free to invent your own games too. Note, that these games are designed to be played one player at a time and cannot be played simultaneously with multiple vehicles as they operate on the same frequency.

### **1. Caddywhompus:**

- In this game, players try to avoid hitting varmints.
- Players take turns arranging the varmints (one at a time) no more than 12" apart from each other.
- When all 3 varmints are arranged they represent a slalom-race course (like ski racing).
- Players take turns starting 8' from the closest varmint and driving "forward" steering their truck to miss varmints by weaving in and out between them. After passing the 3rd varmint, players go in reverse down the same course to the finish line.
- When Player #1 is driving, then Player #2 is timing the round (and vice versa).
- The time taken to complete the slalom course is then recorded onto a scoresheet.
- The winner is the player with the lowest cumulative time over 5 rounds.
- Note: If you wish to make the slalom-race course more difficult, add other household items (such as a glass, tennis ball, etc.) to the 3 varmints already included.

### **2. Bubba:**

- Player #1 (Driver), places their truck 8' from the closest varmint. Player #2 (non-Driver) places the 3 varmints randomly on the floor in the same general area, but no more than 24" apart.
- At READY-SET-GO, Player #1 takes off while Player #2 "times" (via cell phone or watch) how long it takes Player #1 to run over all 3 varmints. The varmints must be completely run over and broken apart to count.
- "Time" is then recorded onto a scoresheet. Player #2 then takes their turn.
- The winner is the player with the lowest cumulative time over 5 rounds.

### **3. Varmint Bowling:**

- To be played like bowling where players take turns.
- Prior to each turn the varmints are set up like bowling pins in a 1-2 configuration (1 as head pin and 2 set up behind). Each varmint cannot be any closer to each other than one "squirrel length".
- Each player gets two "rolls" or passes to knock down as many varmint pins as they can.
- To play, set the truck no less than 4' from the varmint pins. Then going full speed and without stopping and restarting try to hit as many varmint pins as possible. Players are allowed to steer the truck during their pass.
- Play 10 frames and note the score after each frame (2 passes).
- Strikes and spares will be scored like regular bowling.

### **4. Everwhichway:**

- Each of the 3 varmints have point denominations:  
Squirrel = 1 point  
Possum = 2 points  
Skunk = 3 points
- Each round is: 30 and over 4 rounds each player must knock out point totals of 1-2-4-6.
- For example, Player #1 may choose on their first turn to knock out the "4" by running over the "1" (squirrel) and "3" (skunk), since  $1 + 3 = 4$ . However, during their next turn they will need to "knock out" a different number (either the 1-2-6), and so on, so that after 4 rounds they will have knocked out all 4 numbers.
- When Player #1 is driving, then Player #2 is timing the round (and vice versa).
- The player with the lowest cume time after 4 rounds is the winner.

### **5. Banjo Jammer:**

- Requires a deck of playing cards, however, only using 14 cards; 4 each of the Ace-2-3 and the 2-Jokers. The card numbers relate to the varmints as follows:  
Ace = Squirrel  
2 = Possum  
3 = Skunk  
Joker = Wild Card
- The 14 cards are shuffled and each player is dealt 3 cards from the deck with the remaining cards in a pile face down.
- During a players' turn they have: 30 to "knock over" one or more of the varmints matching cards in their hand. After 30, regardless of how many varmints they have knocked over, they discard those varmints from their hand and draw one additional card from the deck. If a player does not knock over a varmint on their turn, they still draw a card at turns end.
- Play then passes to the left for the next players' turn.
- For example; Player #1 is dealt a 2-2-3. During their: 30 round they run over the Possum and the Skunk and, therefore, discard the 2 and 3 from their hand into the center pile. This leaves them with a 2 remaining in their hand PLUS the new drawn card at turns end.
- Play then passes to the next player on the left and all varmints are reassembled and set on the floor. Player #2 takes their turn accordingly.
- During Player #1's next turn, and in order to win, in: 30 they need to run over the Possum (2) and whichever varmint matches the number drawn at prior turns end.
- A joker is a wild card and may be used for any varmint a player chooses.
- The object is to be the first player to discard all cards from their hand.



BOX - PVC or PET Box  
With Chipboard printed & glued to PVC or PET Box