

A small blue cartoon moose head with antlers is positioned above the word "Moose's".

Moose's
GOYO RACERTM

**INSTRUCTION
BOOK**

WWW.GOYORACER.COM

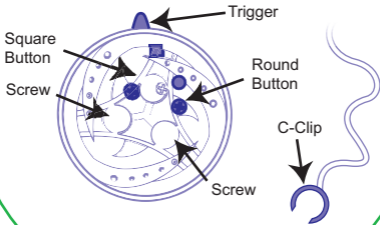
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PAGE 3 - GETTING STARTED

GOYO OVERVIEW



STEP 1: UNLOCKING GOYO



Hold down
SQUARE button
and flick
TRIGGER up.

The **ROUND**
button will
pop out.

PAGE 5 - GETTING STARTED

STEP 2: ATTACHING STRING

Lower **C-CLIP** string into GOYO until it rests on centre axle.

Press **ROUND** button.
Your string should now be securely attached to the GOYO.



STEP 3: STRING SETUP

Cut string to the correct height by letting the GOYO unwind until it touches the ground and cut at **WAIST** height.



Tie a loop in the string then create a slipknot to wrap around your finger.



STEP 4: WINDING STRING

For correct winding, use your **THUMB** to pinch the string to the side of the GOYO. Wind string **TIGHTLY** around twice and release thumb as you continue winding.



PAGE 8 - USING AS A REGULAR YOYO

TO USE AS A REGULAR YOYO

After following the steps in “Getting Started”, flick the **TRIGGER DOWN** to use as a regular yoyo.

Ensure **ROUND** Button is pressed in before each throw.



PAGE 9 - RACING: BEGINNER'S MODE

**TO RACE IN
BEGINNER'S MODE**

When string is attached and wound up, hold down **SQUARE** button and flick **TRIGGER** up. The **ROUND** button will pop up.

If the ROUND button is up, your GOYO will not sleep, but roll directly off the string.

Ensure you throw your GOYO with a fast, overhand motion downwards towards the ground.

See warning overleaf.



PAGE 10 - RACING: BEGINNER'S MODE



WARNING:

IN BEGINNER'S MODE, THE GOYO IS NOT SECURELY ATTACHED TO STRING.

THE GOYO WILL ROLL OFF STRING WITH THE FIRST THROW.

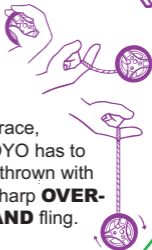
ALWAYS THROW THE GOYO DOWN TOWARDS THE GROUND.

**DO NOT THROW INTO THE AIR.
DO NOT THROW IN THE
DIRECTION OF OTHER
PERSONS AS INJURY
MAY OCCUR.**

PAGE 11 - RACING: STANDARD MODE

**STEP 1:
SETUP AND THROW**

Flick the
TRIGGER UP
and you're ready
to race.



To race,
GOYO has to
be thrown with
a sharp **OVER-
HAND** fling.

STEP 2: SLEEPING AND RELEASE



Once your GOYO is spinning on the end of the string (sleeping), gently lower. When it touches the ground it will release from the string and race away.

PAGE 13 - RACING: STANDARD MODE

**STEP 3:
RESETTING YOUR GOYO**

To reset your GOYO, follow steps 1, 2 and 4 in the "Getting Started" section.

STEP 1



STEP 2



STEP 4

PAGE 14 - FOR BEST PERFORMANCE

FOR BEST PERFORMANCE

Race your GOYO on a **HARD** surface like concrete, floorboards, tiles, etc.

TO ENSURE GOYO RACES OFF THE STRING

Always throw the GOYO down towards the ground with a sharp, hard and fast overhand motion.



PAGE 15 - FOR BEST PERFORMANCE

CAUTION

Ensure **ROUND**
Button is pressed in
before each throw.



When racing: Use
GOYO outdoors in
safe open areas away from
traffic and parked cars. Pavement use
not recommended. Do not chase your
GOYO racer onto the road.

PAGE 16 - CHANGING TIRES AND MAGS



Line up
guide holes
with guide
pins

Using a small
screwdriver,
unscrew screws
to change tires
and mags.



WARNING:

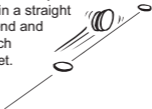
Do not leave GOYO
lying around in
2 parts. Always
assemble when
not in use.



PAGE 17 - TRICKS

DOWN THE STRAIGHT

With the spare hubcaps set up check points in a straight line. Stand at one end and see how close to each check point you can get.



LIFTOFF

Set up 2 chairs about 15 inches apart. Tie a string from one chair to the other. Set a jump up and try to jump the string. If you jump the string, move it up and then try and jump the string again.



PAGE 18 - TRICKS

QUARTER MILE

Make a start line, then make a finish line about 19 feet away using spare hubcaps. See who gets to the finish line first!



BULLSEYE

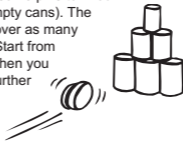
Pick a target 19 feet away from you. Take it in turns to see who can get closest to the target. Place a spare hubcap where the GOYO rests. After using all the spare hubcaps, the winner is the one who has the hubcap closest to the target.



PAGE 19 - TRICKS

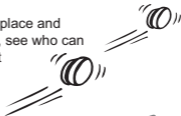
CRASH AND BASH

Set up some pins to knock down (eg. empty cans). The aim is to knock over as many pins as possible. Start from 3 feet away and when you get better, move further backwards.



OUTRUN

Start at the same place and "Ready, set, go!", see who can race the furthest away.



PAGE 20 - ACCESSORIES

**AWESOME
JUMP KITS!**



**STRING
PACK**



**PIT STOP
PACK**

Packaging may vary

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