

Power Wheels® Wild Thing™ Early Powered Mobility Quick Guide

Powering on the Wild Thing

Plug the battery connector into the battery. You may hear one or two quiet clicks, and after approximately 5 seconds the two lights on the controller will remain solid. This indicates that the controller has successfully powered on and completed its safety checks. Do not move the joystick or press any buttons during power up. Doing so could cause the safety checks to fail.



Loading Your Child into The Wild Thing

Whenever you're loading or unloading your child from the Wild Thing, ensure the safety switch lanyard is removed from the safety switch to stop inadvertent movement. Pull the pin on the left side of the cross bar to swing the bar out.





Adjusting the Interface

The position of the interface will usually be adjusted by an RCC therapist before taking the Wild Thing home, but it may be necessary to readjust the interface if it moves. The joystick has four cap screws on the bottom side that can be adjusted with a No. 4 Allen key. The button interface has two thumb screws that can be adjusted by hand. Always follow the directions from the therapist on where the interface should be for your child.



Getting the Wild Thing Ready to Move

Ensure the driver is seated comfortably and strapped in if necessary. If using a harnessed seat, ensure that the seat is securely strapped to the Wild Thing frame. Once your child is ready, insert the safety switch lanyard into the switch to activate the controls.

Operating the Wild Thing

Never operate the Wild Thing in an area with a stairwell or steep drop offs.

Never operate the Wild Thing in rain or snow (damp grass is acceptable).

Always be ready to pull the emergency stop cord.

Be aware that the Wild Thing can damage indoor flooring.

After approximately 5 minutes of no input from the interface, the Wild Thing will automatically enter “sleep” mode. To “wake up” the wild thing, reset the safety switch by removing the lanyard and reinserting it. Do not move the joystick or press any buttons during wake up. Doing so could cause the safety checks to fail. Make sure to unplug the battery after you are done using it for the day.

Charging the Wild Thing

Remove the battery by lifting the battery up and out of the holder. Plug the charger into the wall and into the battery with the battery right-side up for approximately 14 hours. Do not charge for more than 30 hours.



Troubleshooting

Issue	Potential Resolution
<i>Lights do not stop blinking on controller.</i>	3 blinks: Joystick not connected, joystick not calibrated, or incorrect interface is selected. Ensure joystick is connected and the interface switch is set to #2
	4 blinks: Button is not reaching neutral state (for button interface only)
	5 blinks: Left button value is out of range (for button interface only)
	6 blinks: Right button value is out of range (for button interface only)
	After resolving one of the issues above, the blinking will continue until the power is reset.
<i>Light is blinking on Fisher Price controller.</i>	The most common is 3 slow flashes followed by 3 fast flashes, indicating battery needs to be charged. See Fisher Price user manual for other error codes.
<i>No lights turn on when battery is plugged in.</i>	Battery needs to be charged.
	Wiring is damaged. Return to RCC for maintenance.
<i>Vehicle is moving with little to no input from user.</i>	Joystick is stuck. Ensure joystick returns to neutral point on its own.
	Joystick is out of calibration. Return Wild Thing to RCC for maintenance
	Button (when using button interface) is stuck. Ensure the buttons return to “off” position on their own. If this happens repeatedly, return the button to RCC to be replaced.
<i>Lights are solid (no errors) but vehicle will not move.</i>	Reset the safety stop by removing safety stop lanyard then clipping it back on.

Technical Support

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