

1:24
OFF ROAD
MODEL
24

1:24 OFF ROAD RACING

1:24 SCALE ELECTRIC
COMPETITION
OFF-ROAD CAR KIT

REQUIRES AND ACCEPTS
MOST 1:24 ELECTRONICS
(NOT INCLUDED)



TEAM ASSOCIATED

■ Introduction

Thank you for purchasing this Team Associated product. This assembly manual contains instructions and tips for building and maintaining your new vehicle. Please take a moment to read through the manual and familiarize yourself with the steps. We are continually changing and improving our designs; therefore, actual parts may appear slightly different than the illustrations. New parts will be noted on supplementary sheets located in the appropriate parts bags.

Check each bag for these sheets before you start to build.

Check www.rc10.com for the latest versions of our instruction manuals.

■ RC24 Classic Features

- Authentic precision Hobby Grade 24th scale replica of the Original RC10 Classic buggy
- Gold anodized Laser etched 24th scale aluminum monocoque tub chassis
- Hardened steel outdrives and dogbones
- Fully adjustable four-wheel independent suspension
- Long travel, fluid-filled gold anodized aluminum coil-over shocks
- Sealed 3-gear transmission
- High-torque gear differential
- Exceptional ground clearance with low center of gravity
- Front and rear tires with three-piece racing wheels
- Clear Micro Protech body and wing
- Fiberglass shock towers
- Full metal ball bearings
- Fits all existing Reedy micro 24th and 28th scale electronics
- Authentic 24th scale replica RC10 classic tires included
- Fully adjustable slipper system included
- All metric Hardware
- Full Parts Support

■ Additional

Your new RC24 Classic Kit comes unassembled and requires the following items for completion (refer to AssociatedElectrics.com for suggestions):

- R/C two channel surface frequency radio system
- AA-size batteries for transmitter
- Electronic Speed Control (“ESC”)
- Steering servo
- R/C electric motor

- Battery charger (a peak detection charger, or LiPo compatible charger)
- 2 cell LiPo battery pack
- Polycarbonate specific spray paint
- Cyanoacrylate glue (“CA”) (#1697)
- Thread locking compound (#1596)
- Pinion gear, size determined by type/turn or kV of motor

■ Other Helpful Items

- Silicone Shock Fluid (Refer to AssociatedElectrics.com for complete listings)
- 4.5mm Nut Wrench
- FT Body Scissors (#1737)
- Calipers or a Precision Ruler
- .050”, 0.9mm, 1.3mm, 1.5mm Hex Wrenches
- FT Body Reamer (#1499)
- Soldering Iron

- Small Needle Nose Pliers
- Hobby Knife

Associated Electrics, Inc.
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Lake Forest, CA 92630



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:: Hardware - 1:1 Scale View

Button Head [bhcs]

	1.6x5mm (21775)
	1.6x10mm (21775)
	2x3mm (21775)
	2x4mm (21775)
	2x5mm (21775)
	2x6mm (21775)
	2x8mm (21775)
	2x10mm (21775)
	2x14mm (21775)

Flat Head [fhcs]

	2x4mm (21775)
	2x5mm (21667)
	2x6mm (21775)
	2x16mm (21775)

Ball Bearing / Axle Spacer

	4x1.5x2mm (21775)
	5x2x2.3mm (21775)
	6x3x2.5mm (21774)
	10x6x2.5mm (21769)

Shims and Washers

	4x2x0.5mm
	4x2x1mm
	4x2x2mm

Nuts (lock/plain)

	M2 LockNut, Aluminum (21689)
	M2 Nut (21775)

Set Screws

	2x2mm (21775)
	2x12mm

:: Notes

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7.....Rear Bulkhead Build Bag D	

Notes



This symbol indicates a special note or instruction in the manual.



This symbol indicates the number of the same part that is required.



This symbol indicates the order within a step to assemble parts.



This symbol indicates there are optional FT parts available



This symbol indicates a Racers Tip.



There is a 1:1 hardware foldout page in the front of the manual. To check the size of a part, line up your hardware with the correct drawing until you find the exact size. Each part in the foldout has a number assigned to it for ordering replacement parts.



This symbol indicates where Thread Lock Adhesive should be applied. *not included



This symbol indicates where Diff Fluid should be applied.



This symbol indicates where Shock Fluid should be applied.



This symbol indicates where FT Silicone Grease should be applied. *not included



This symbol indicates where FT Diff Lube should be applied. *not included

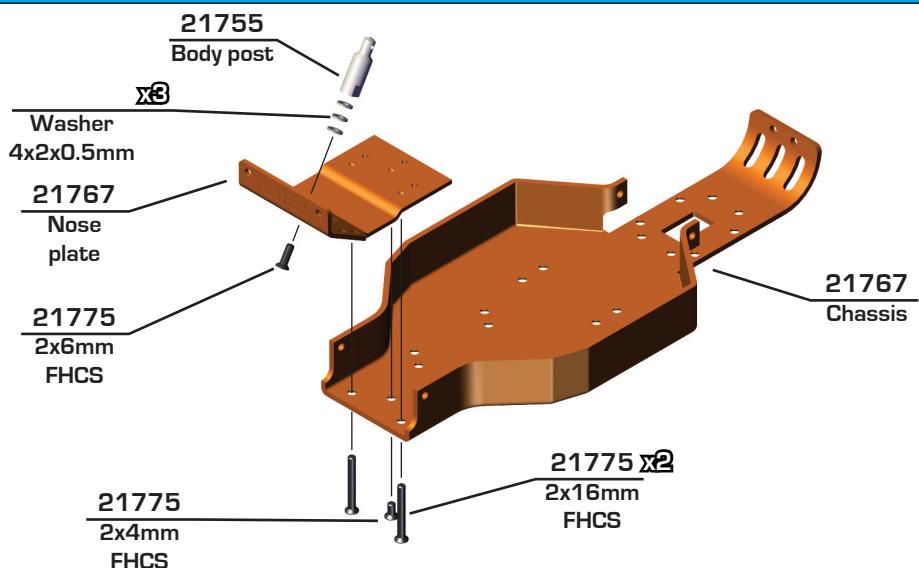


This symbol indicates where Black Grease should be applied.



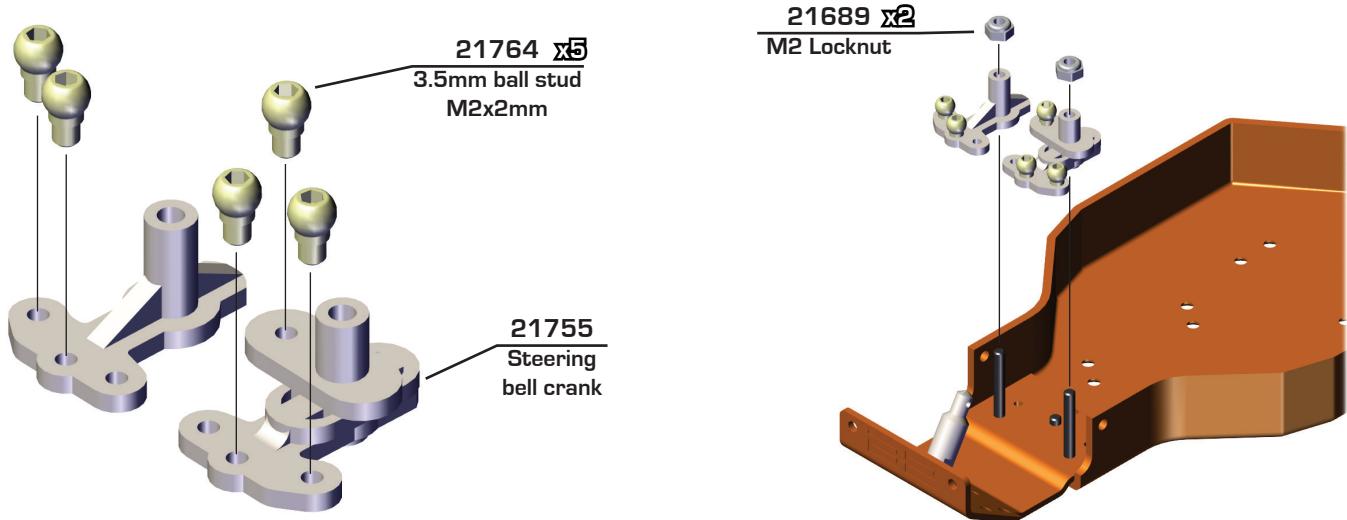
This symbol indicates where Green Slime can be applied. *not included

:: Bag A - Step 1

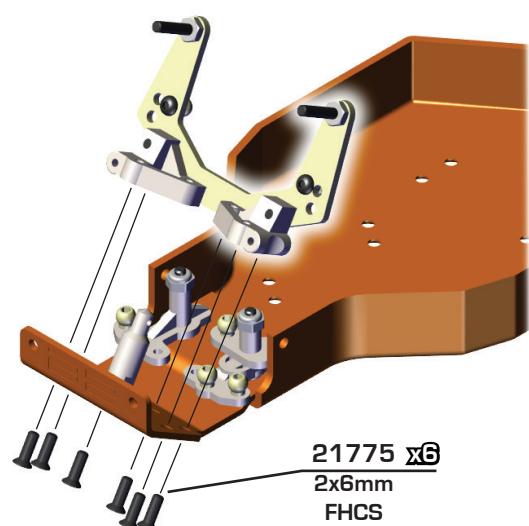
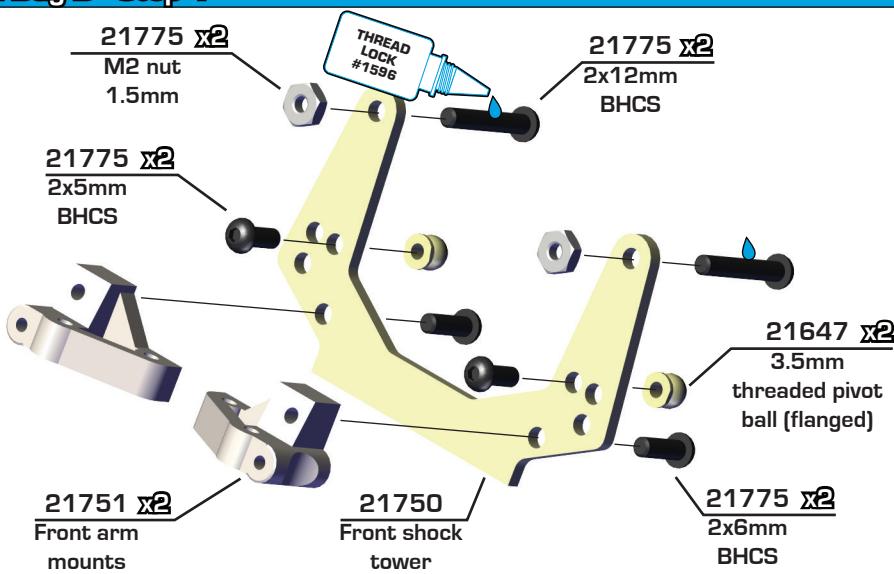


Hardware note:
Some M2 hardware may use 0.050" hex instead of 1.3mm hex depending on the production batch.

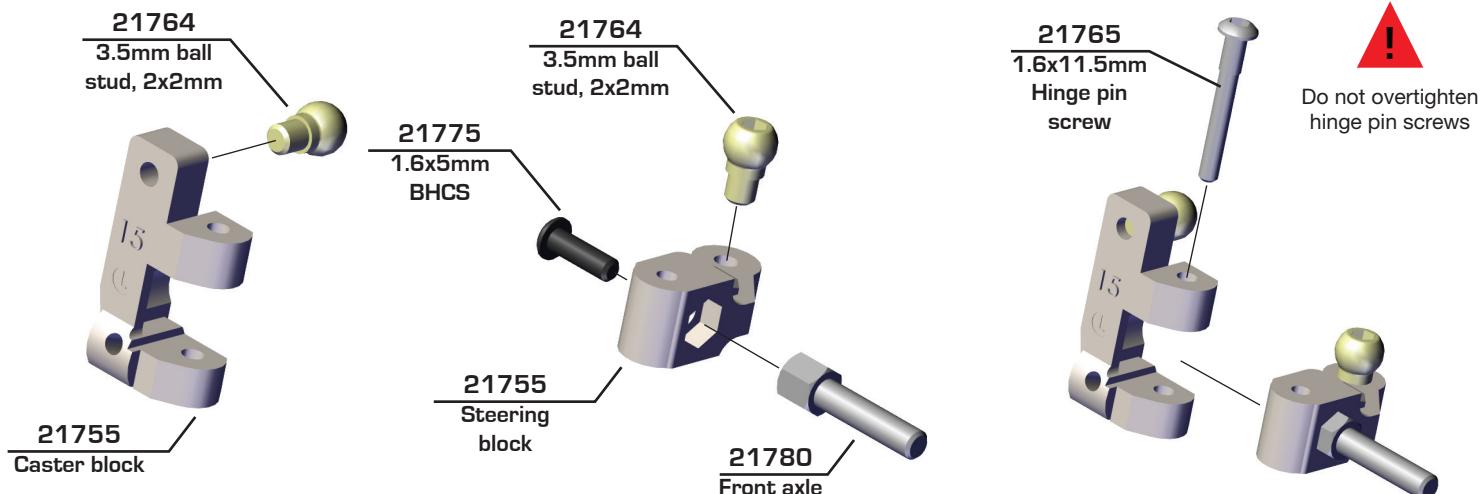
:: Bag A - Step 2



:: Bag B - Step 1

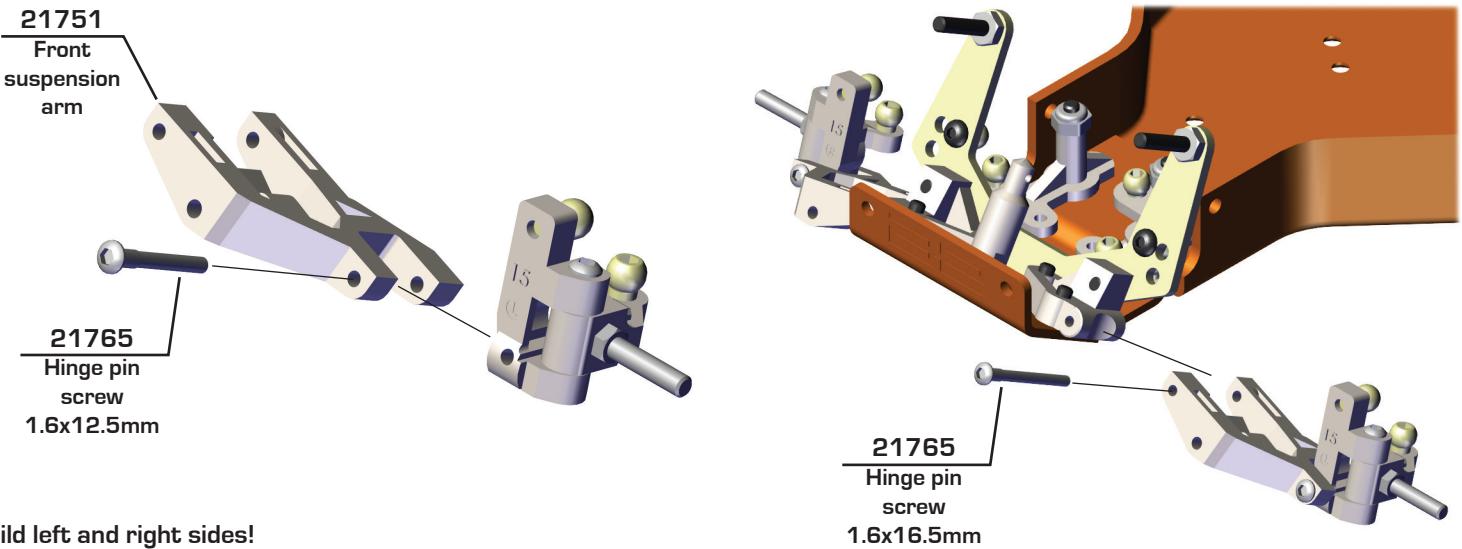


:: Bag B - Step 2



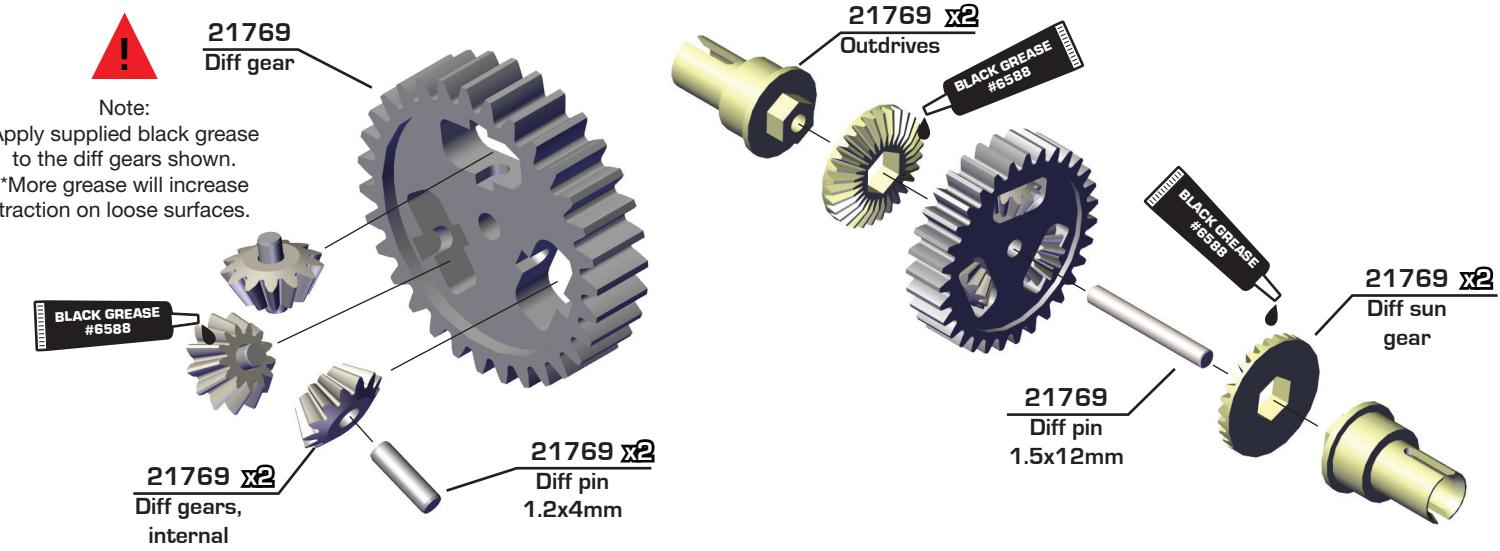
Build left and right sides!

:: Bag B - Step 3

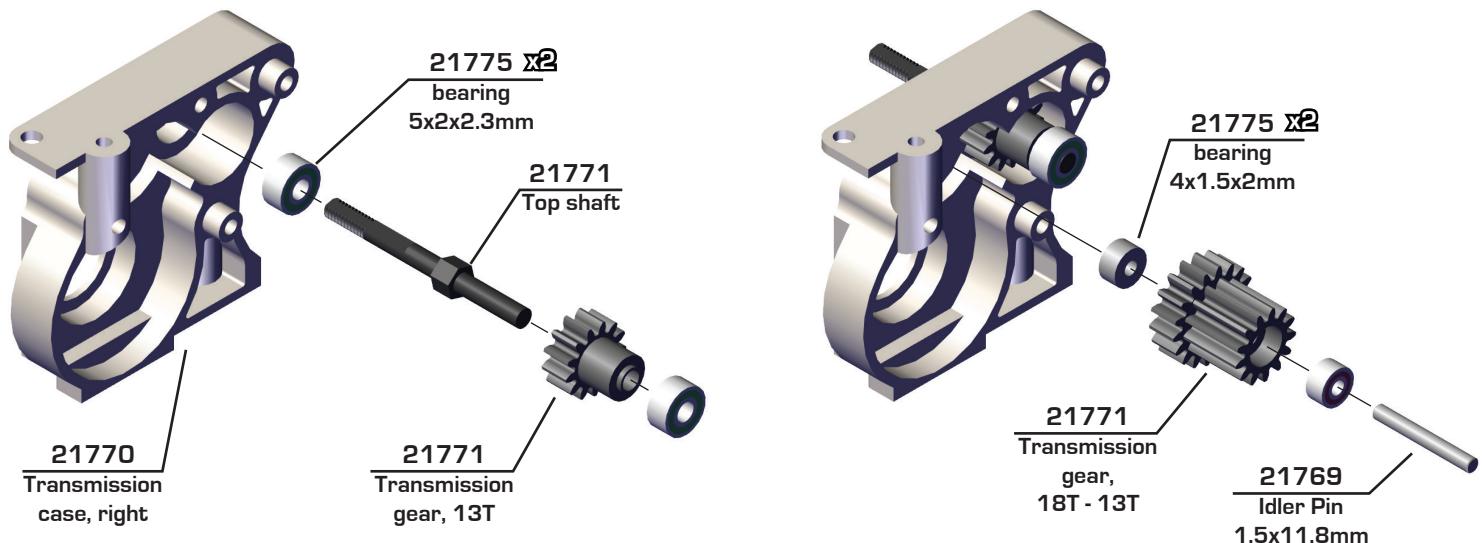


Build left and right sides!

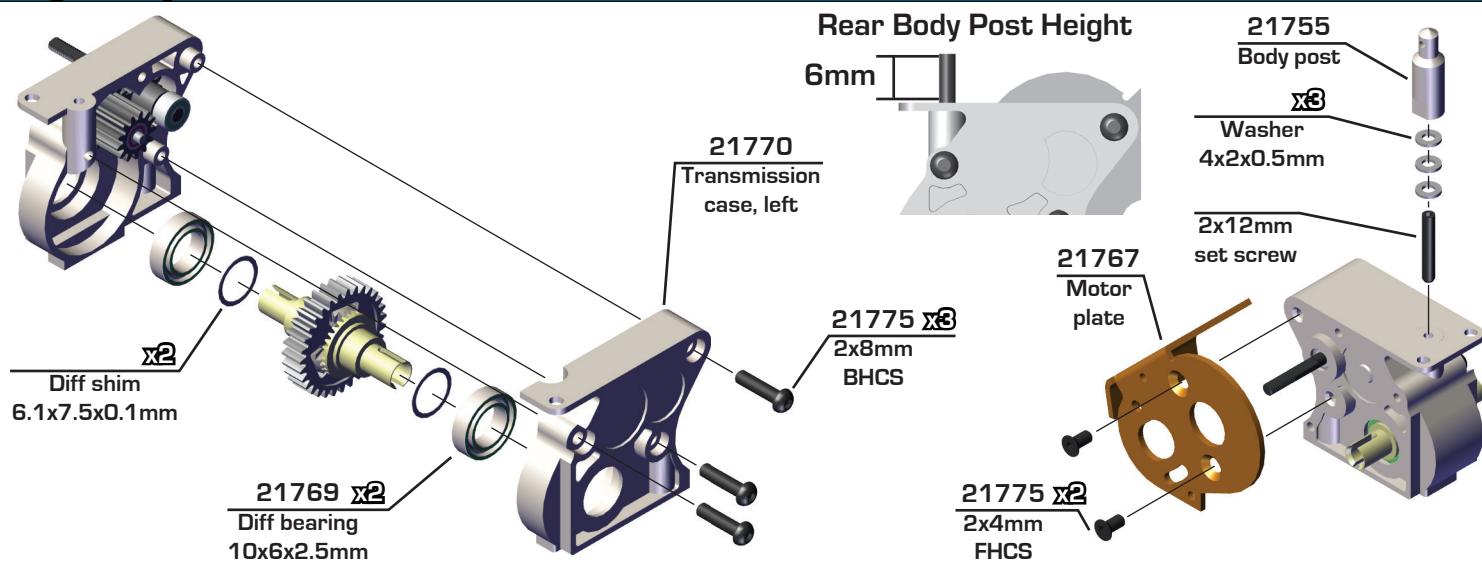
:: Bag C - Step 1



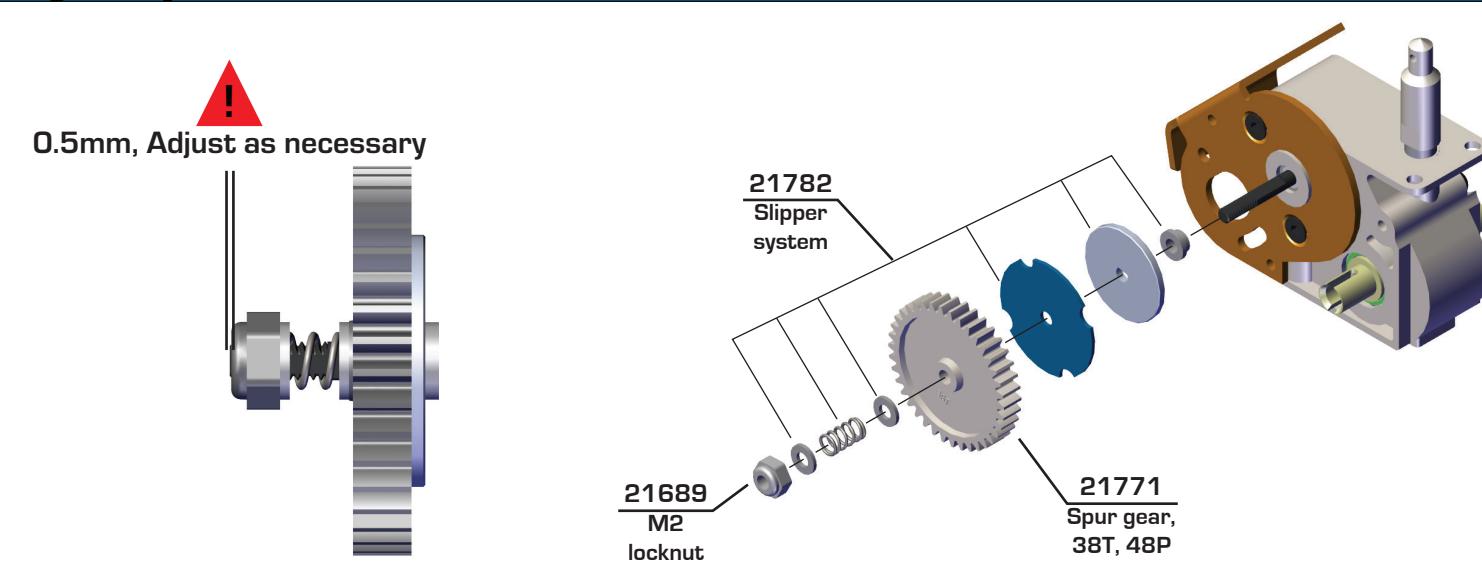
:: Bag C - Step 2



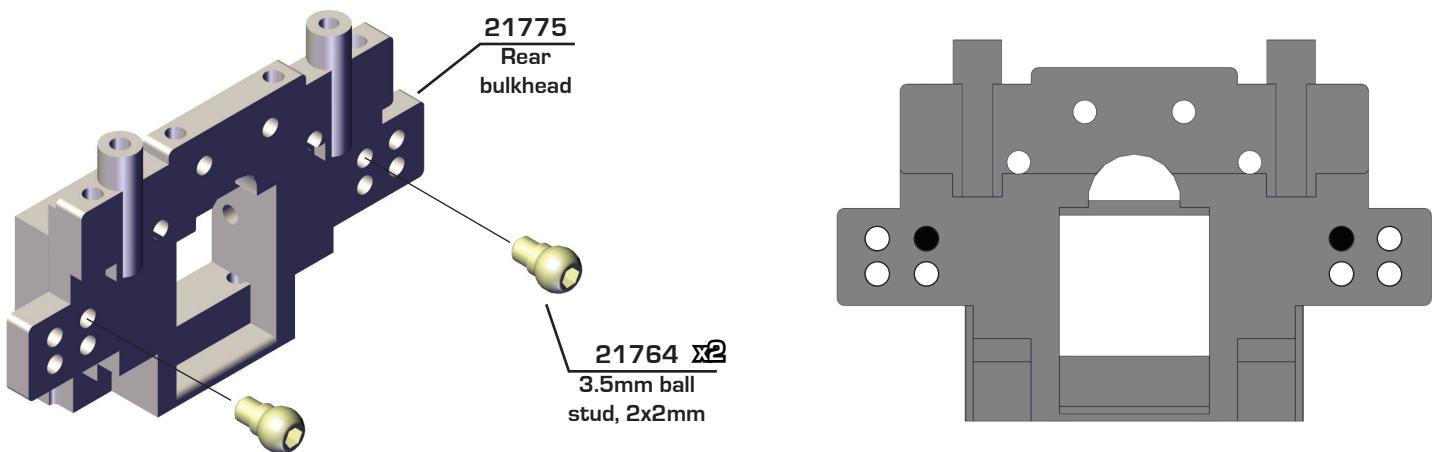
:: Bag C - Step 3



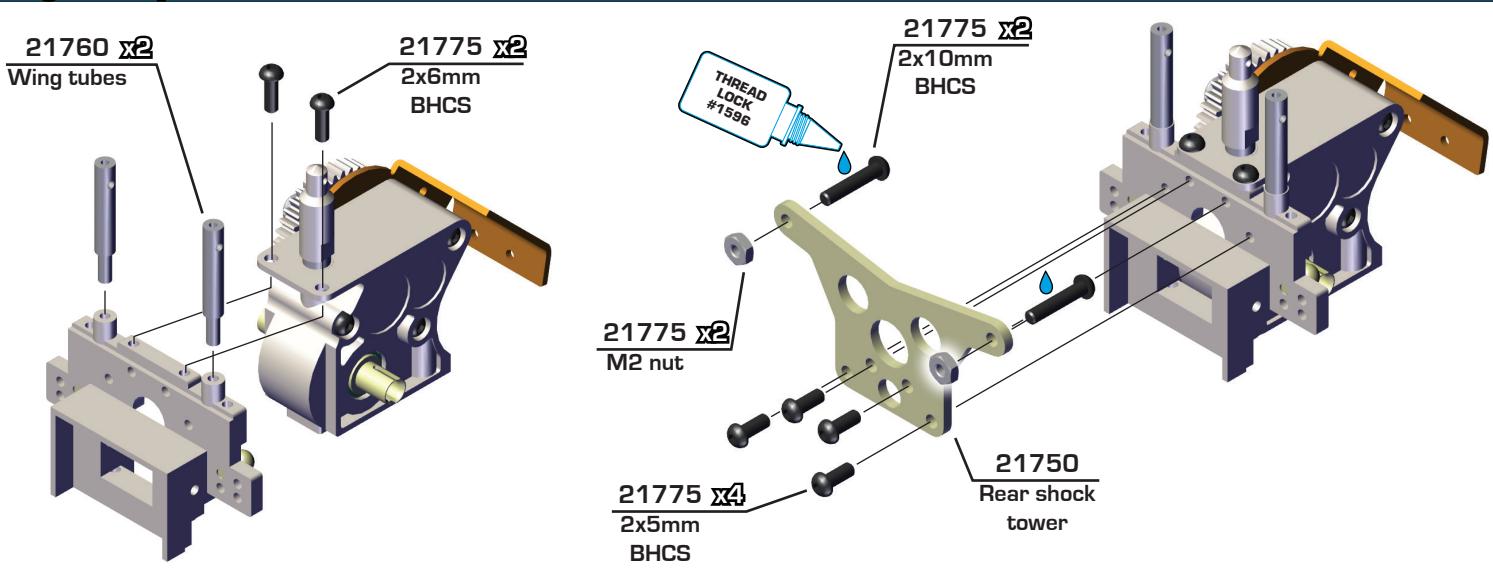
:: Bag C - Step 4



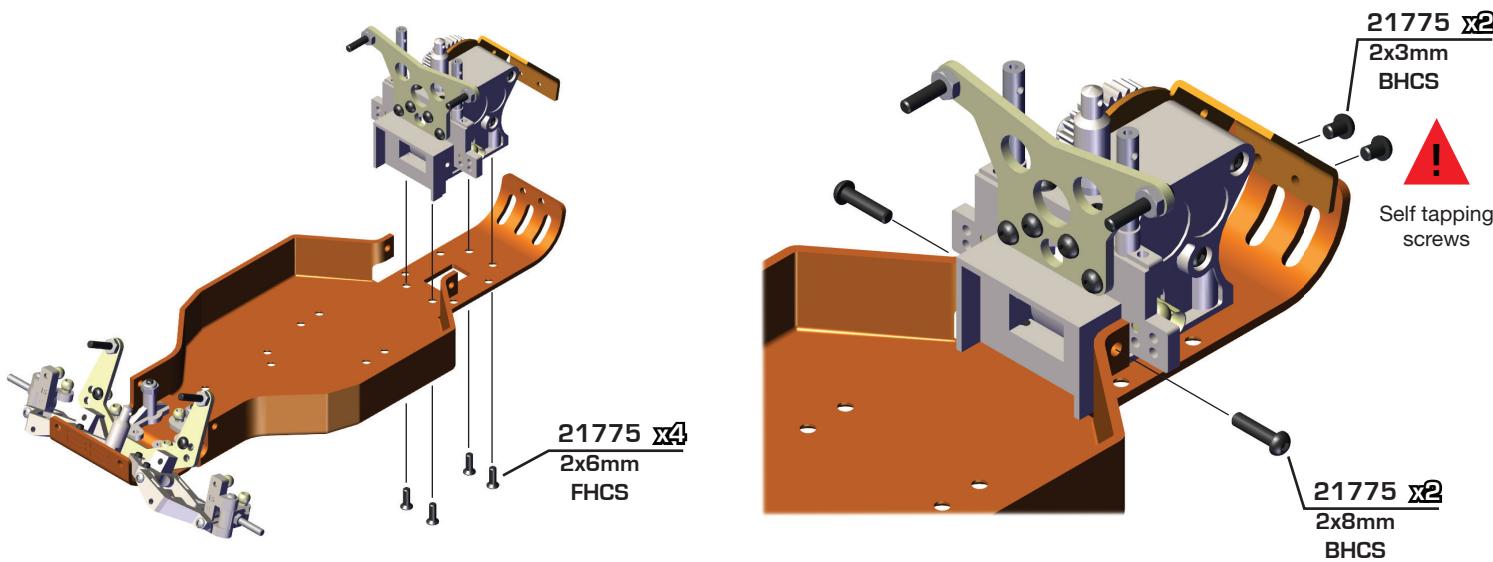
:: Bag D - Step 1



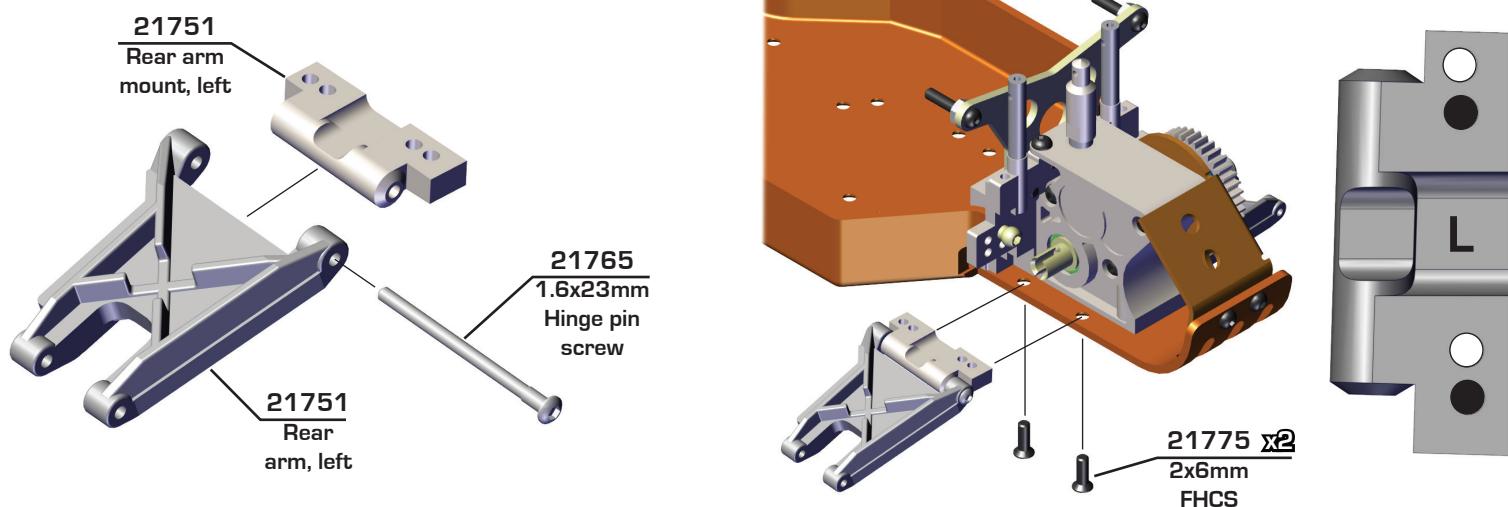
:: Bag D - Step 2



:: Bag D - Step 3

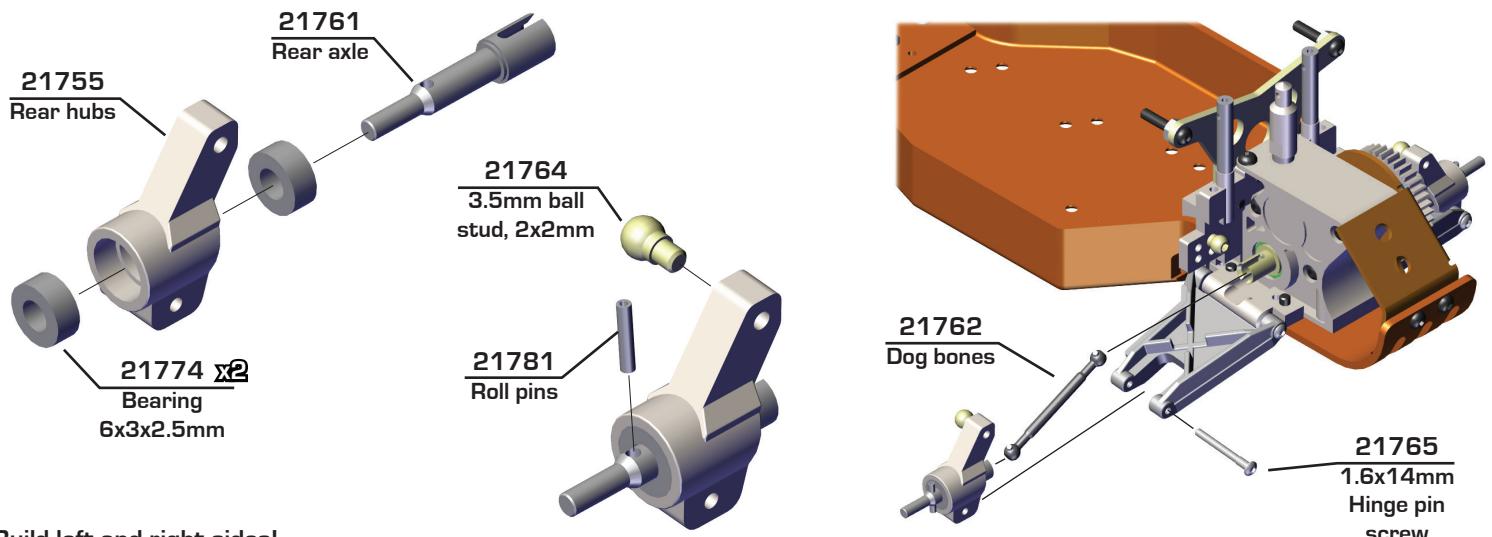


Bag E - Step 1



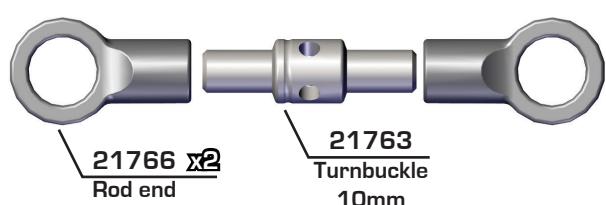
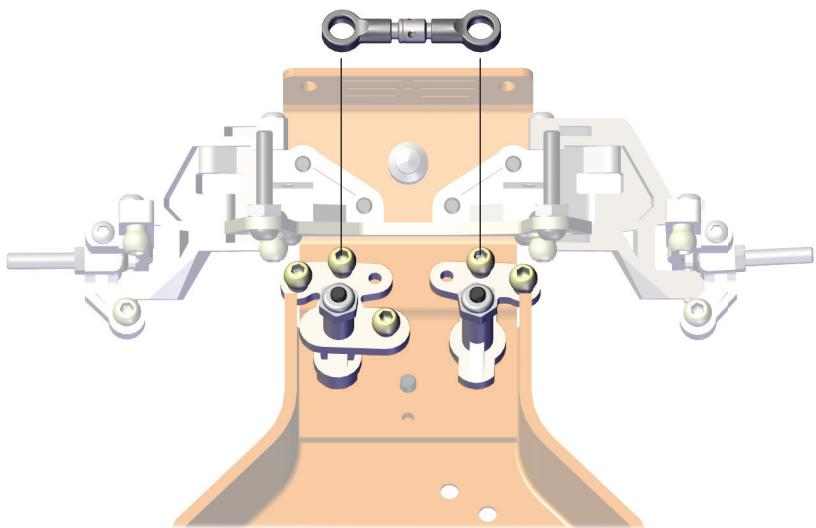
Build left and right sides!

Bag E - Step 2



Build left and right sides!

Bag F - Step 1

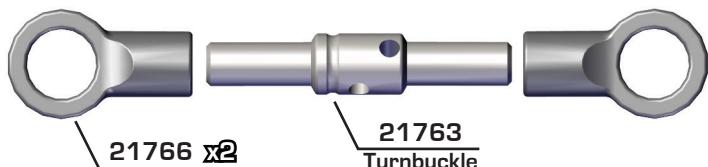
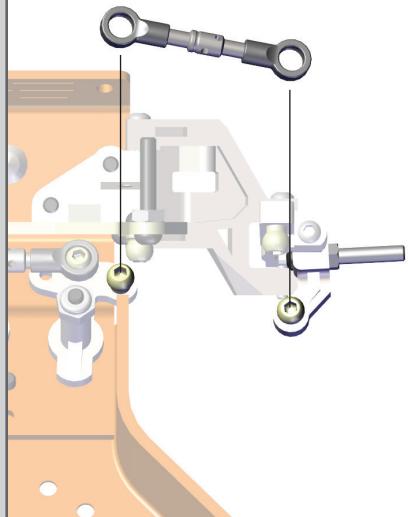


Bellcrank Turnbuckle

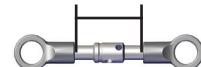
4.8mm



:: Bag F - Step 2

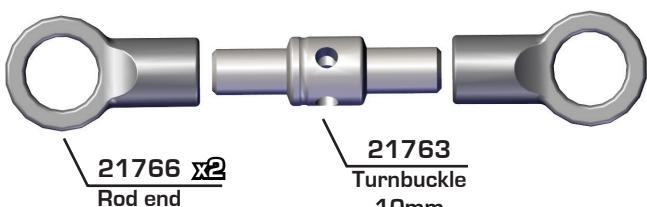
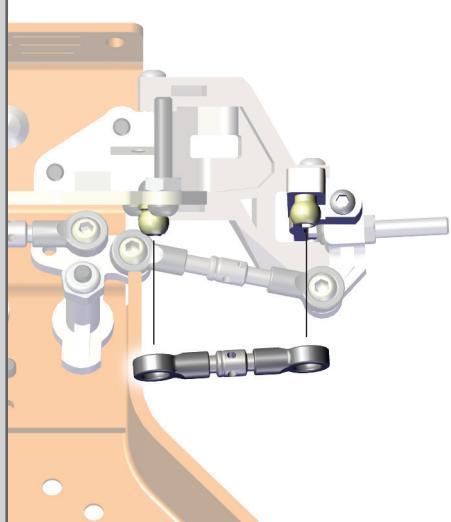


Steering Turnbuckle
9mm

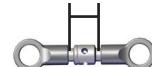


Build x2 (right and left side)

:: Bag F - Step 3

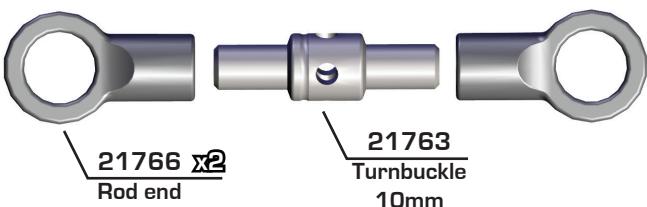
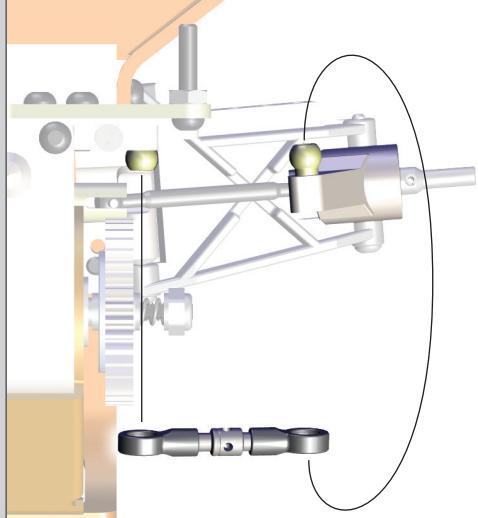


Front Camber Turnbuckle
4.2mm

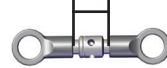


Build x2 (right and left side)

:: Bag F - Step 4



Rear Camber Turnbuckle
5.1mm

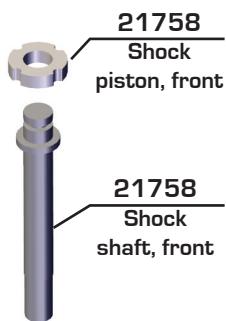


Build x2 (right and left side)

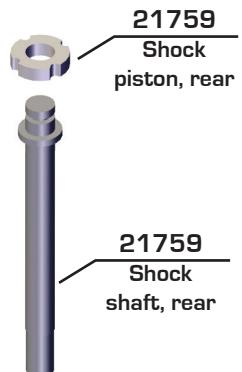
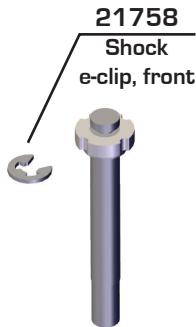
:: Bag G - Step 1



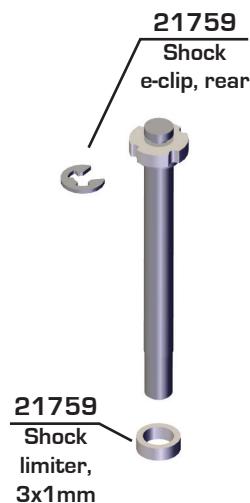
Note:
Remove spurs



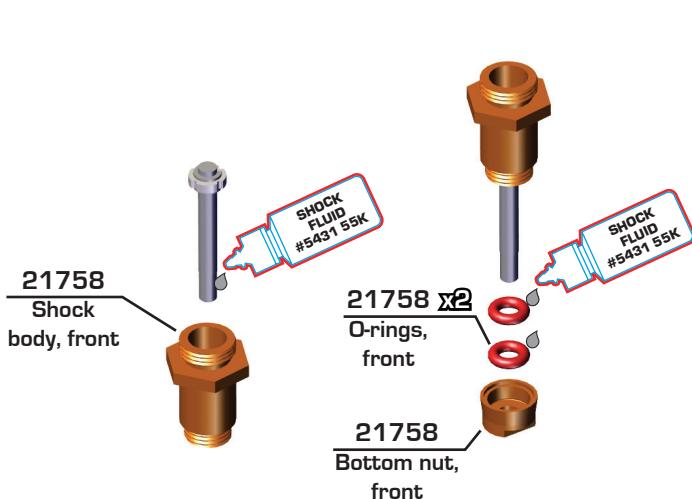
Build x2 front shocks



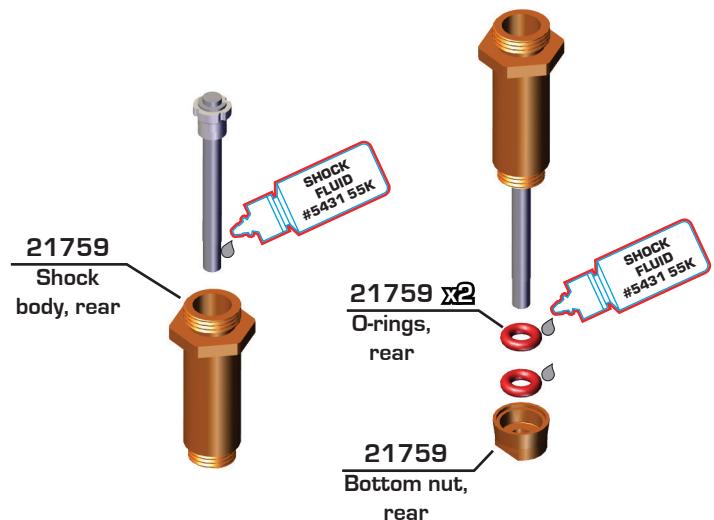
Build x2 rear shocks



:: Bag G - Step 2

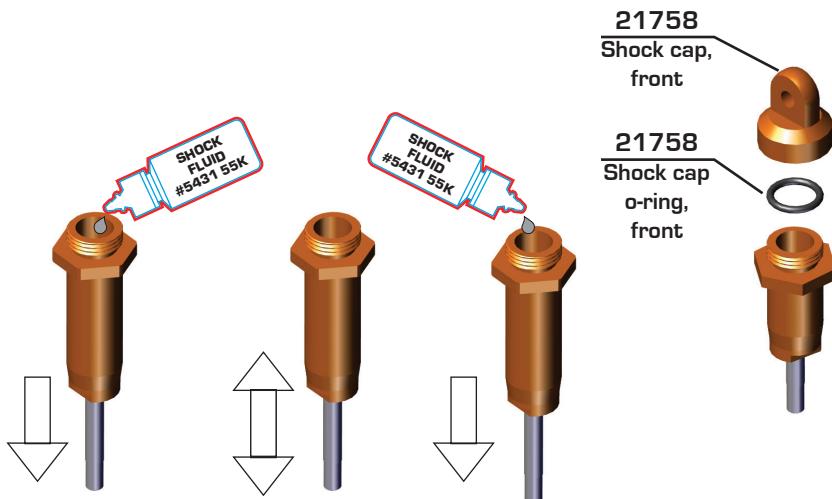


Build x2 front shocks

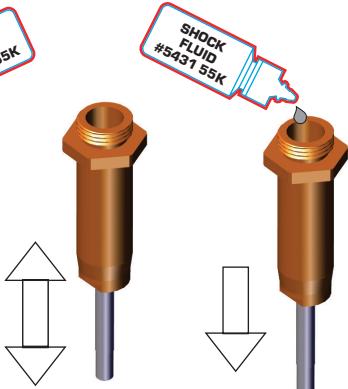


Build x2 rear shocks

:: Bag G - Step 3



Step 1-3



Step 3-4



Step 5-6



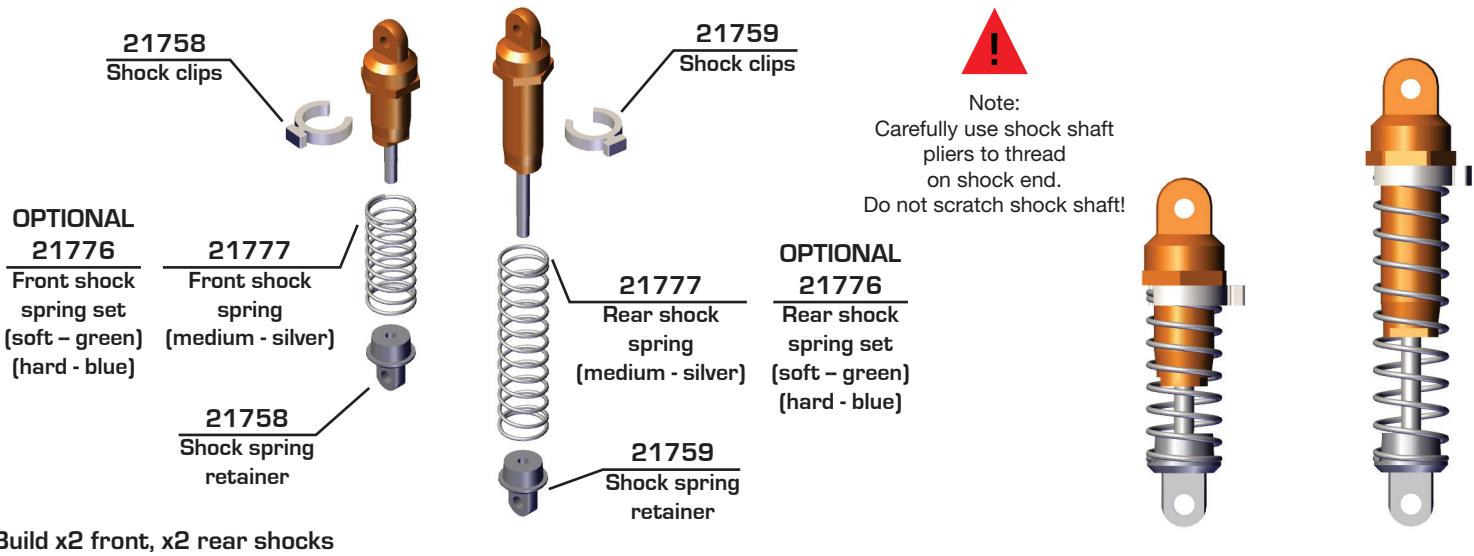
Step 7

Step 7

* Shock Bleeding Steps:

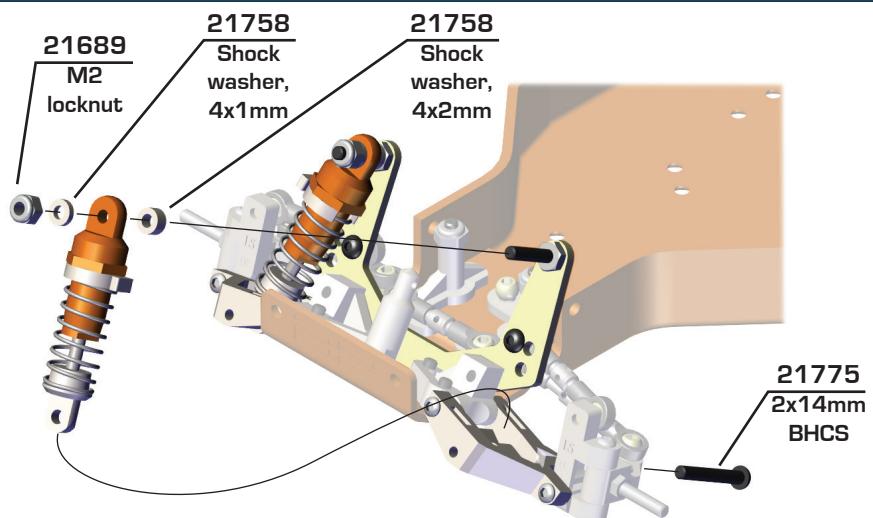
1. Pull shock shaft down.
2. Fill shock body 3/4 full with silicone fluid.
3. Slowly move the shock shaft up and down to remove air from under piston.
4. Wait for bubbles to come to surface.
5. Fill shock body to top with silicone fluid.
6. Place several drops of oil in the cap and on cap threads.
7. Install cap and tighten completely.
8. Slowly compress shaft all the way to the top. If there is pressure at the top of the stroke, there is too much oil. You must bleed it out.
9. Slowly pull shaft down.
10. Unscrew the cap 3/4 turn and tilt the shock at a slight angle.
11. Slowly compress the shaft to push out excess oil and air. You should see bubbles coming out from under the cap.
12. With the shaft compressed, tighten the cap and re-check for pressure at the top of the stroke. If there is still pressure, repeat steps 9 thru 11.

:: Bag G - Step 4



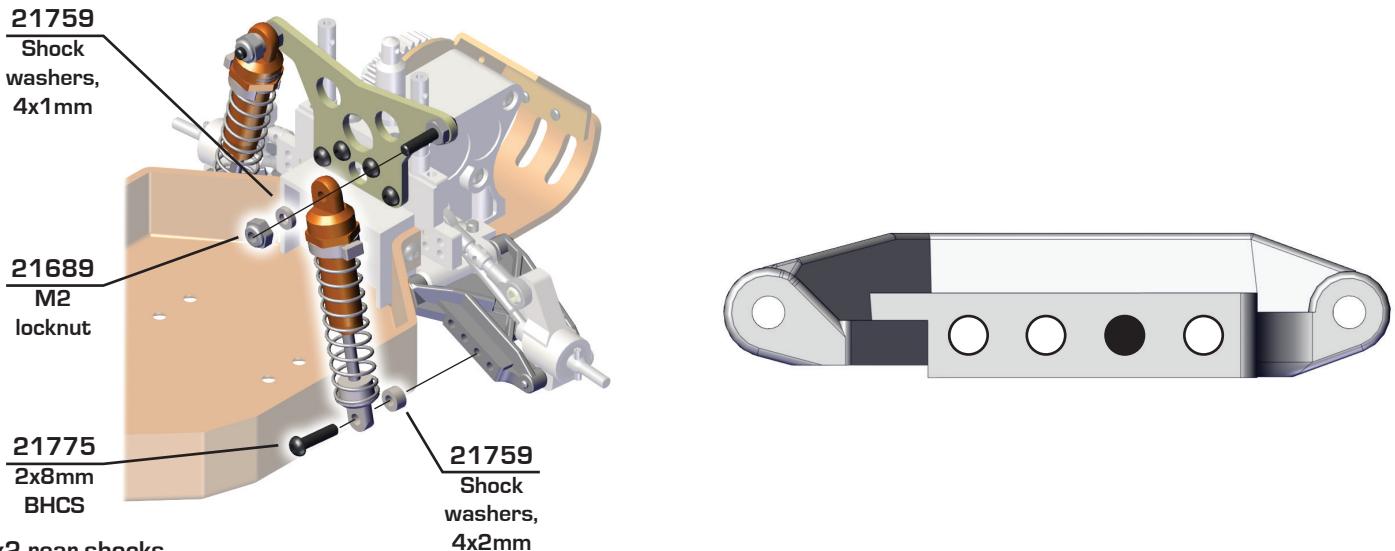
Build x2 front, x2 rear shocks

:: Bag G - Step 5



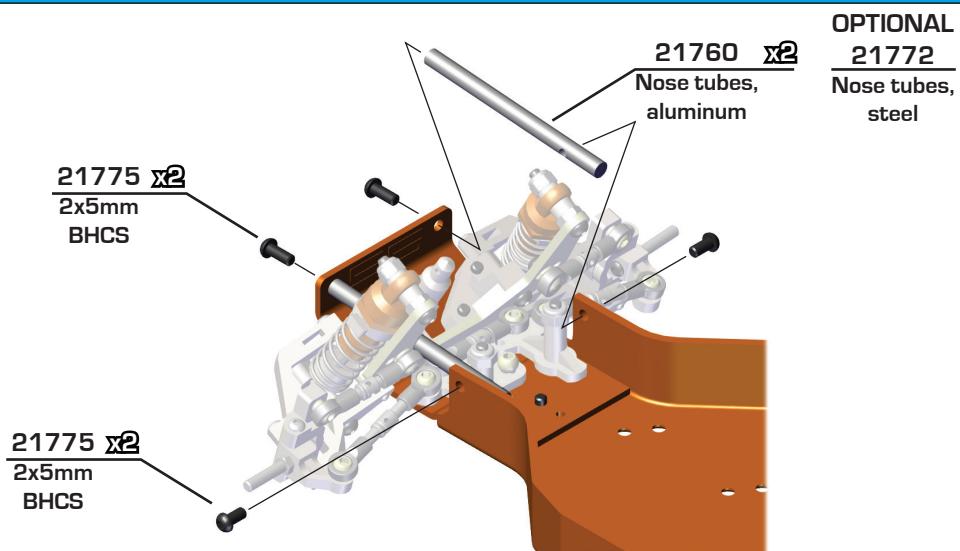
Build x2 front shocks

:: Bag G - Step 6

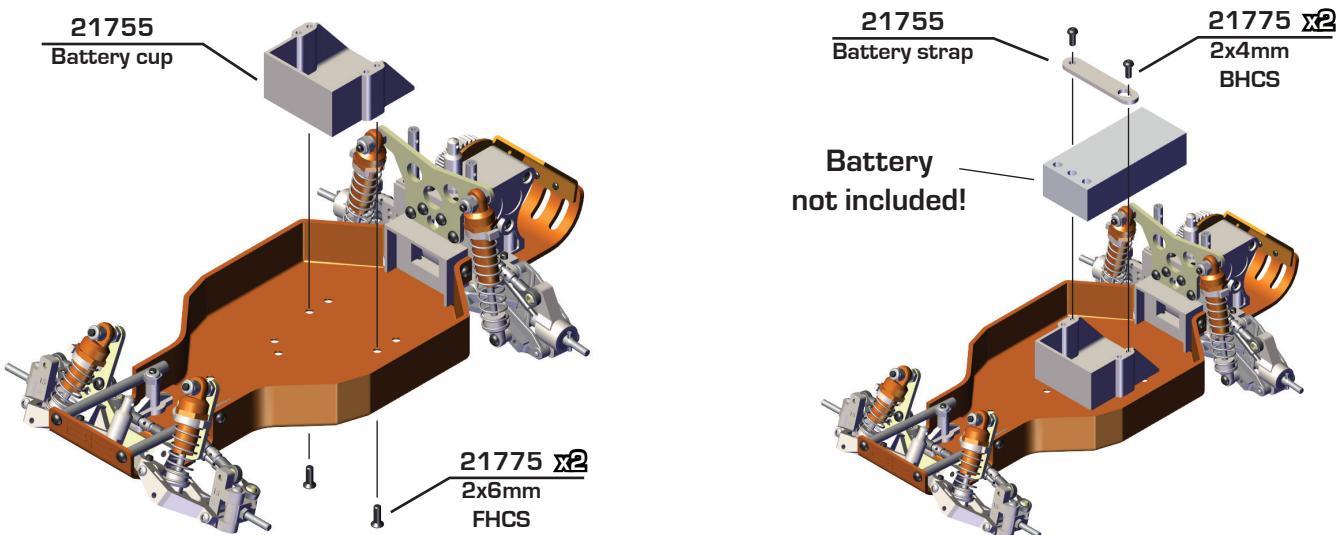


Build x2 rear shocks

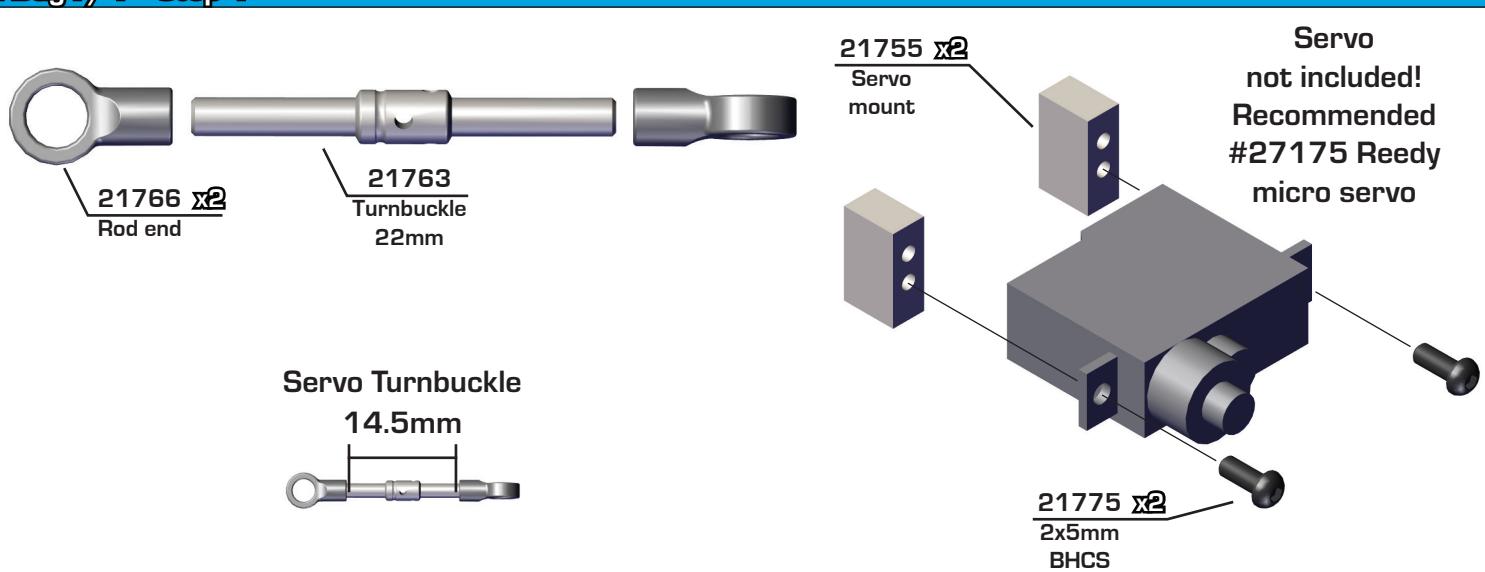
:: Bag H - Step 1



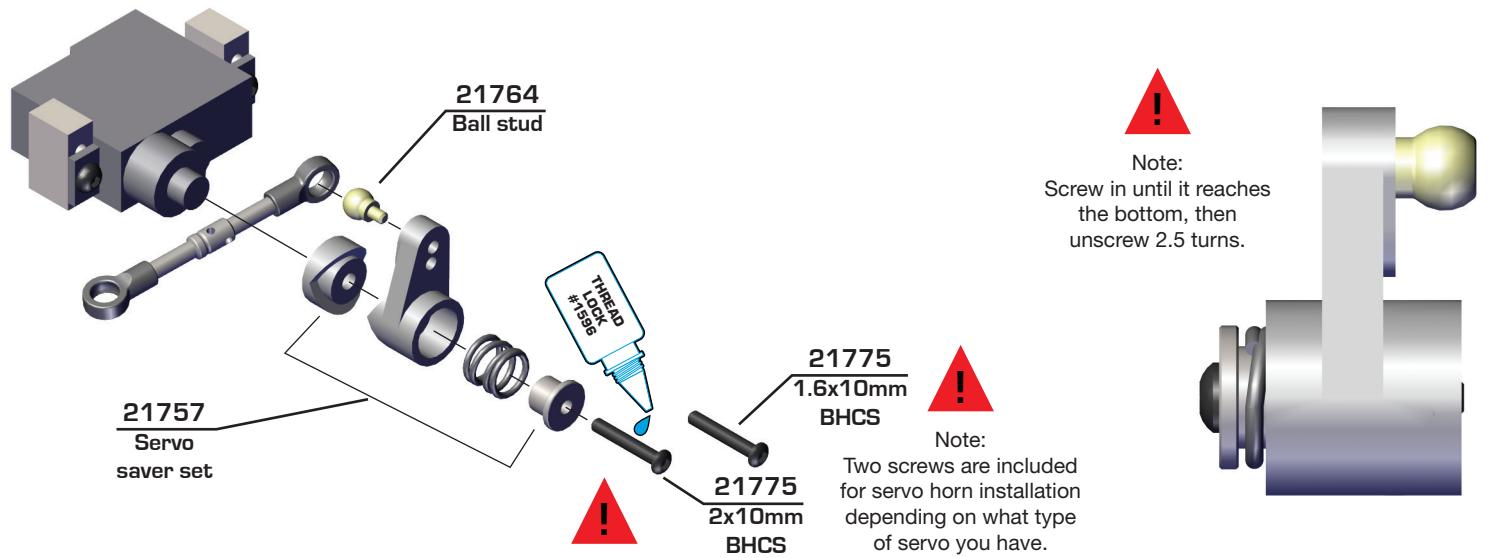
:: Bag H - Step 2



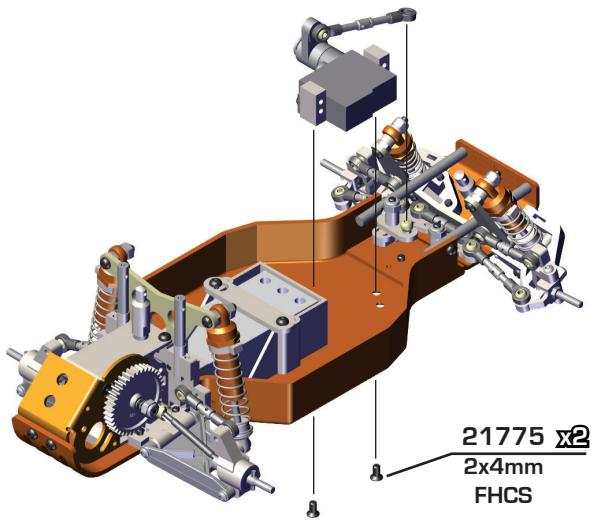
:: Bag I / F - Step 1



:: Bag I - Step 2

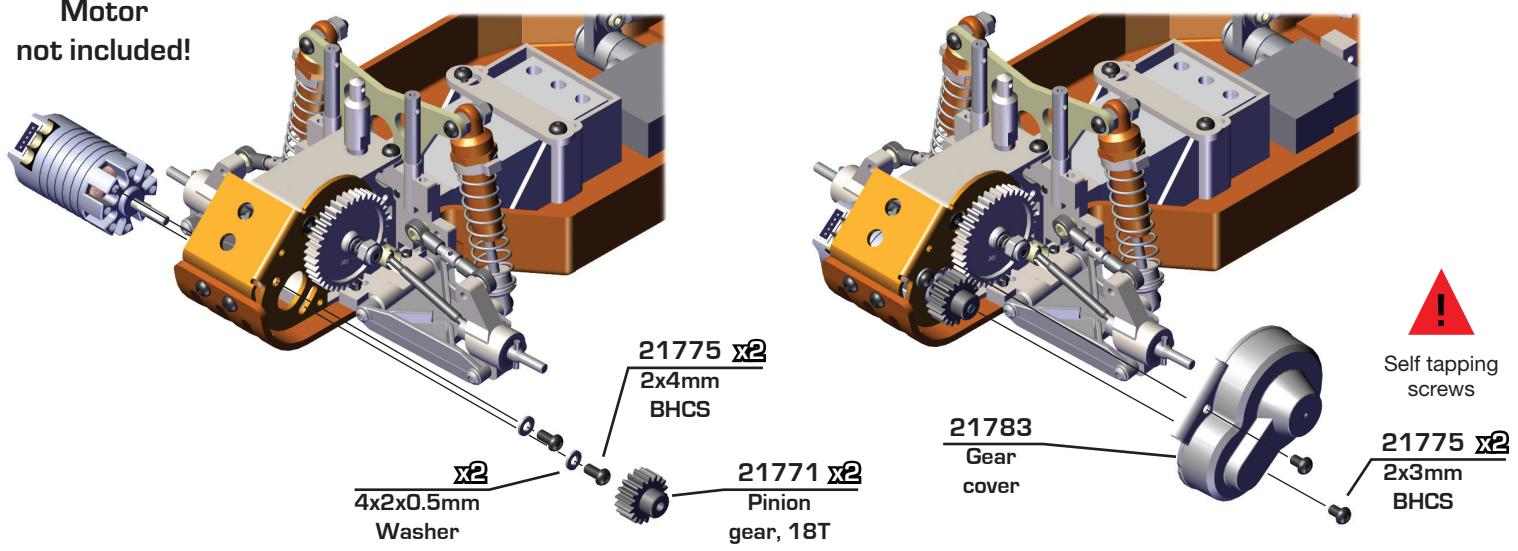


:: Bag I - Step 3

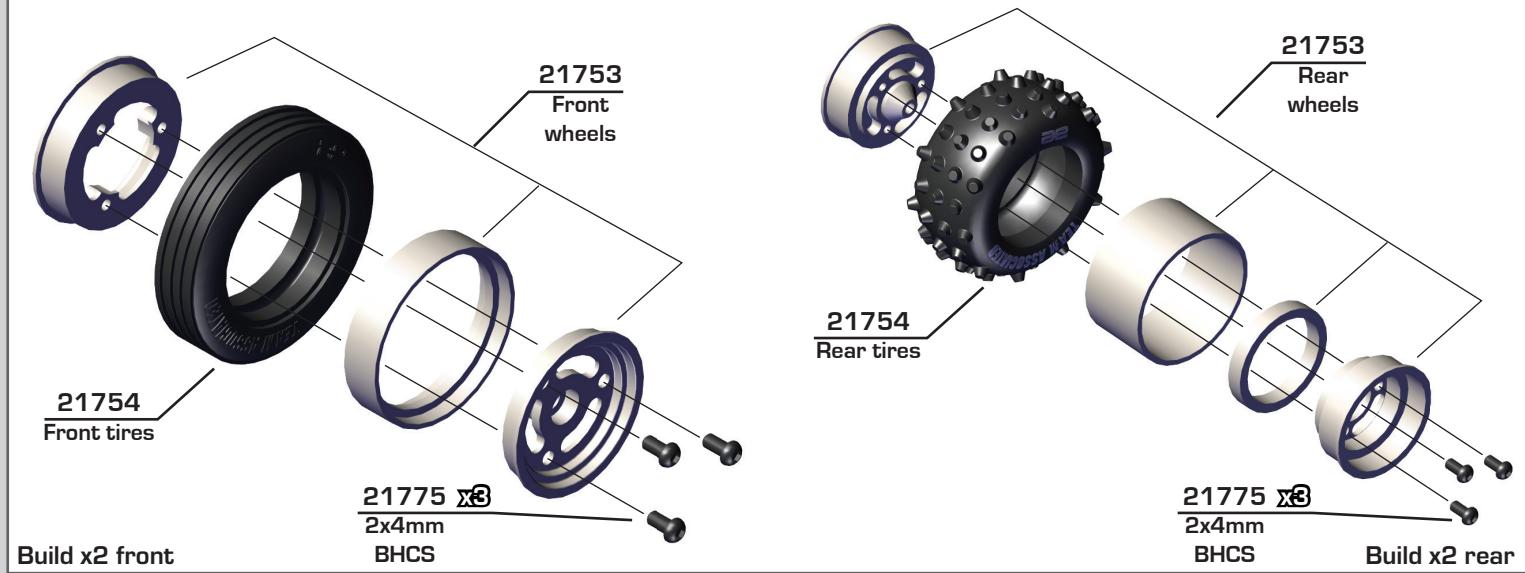


:: Bag J - Step 1

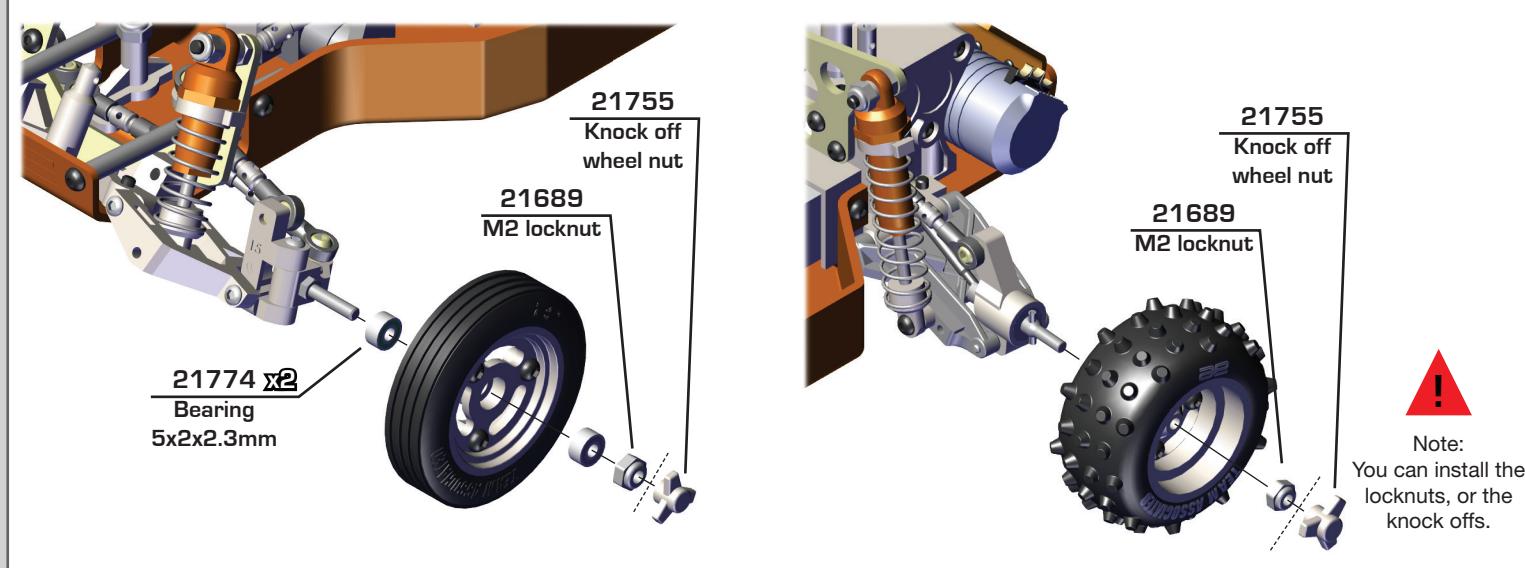
Motor
not included!



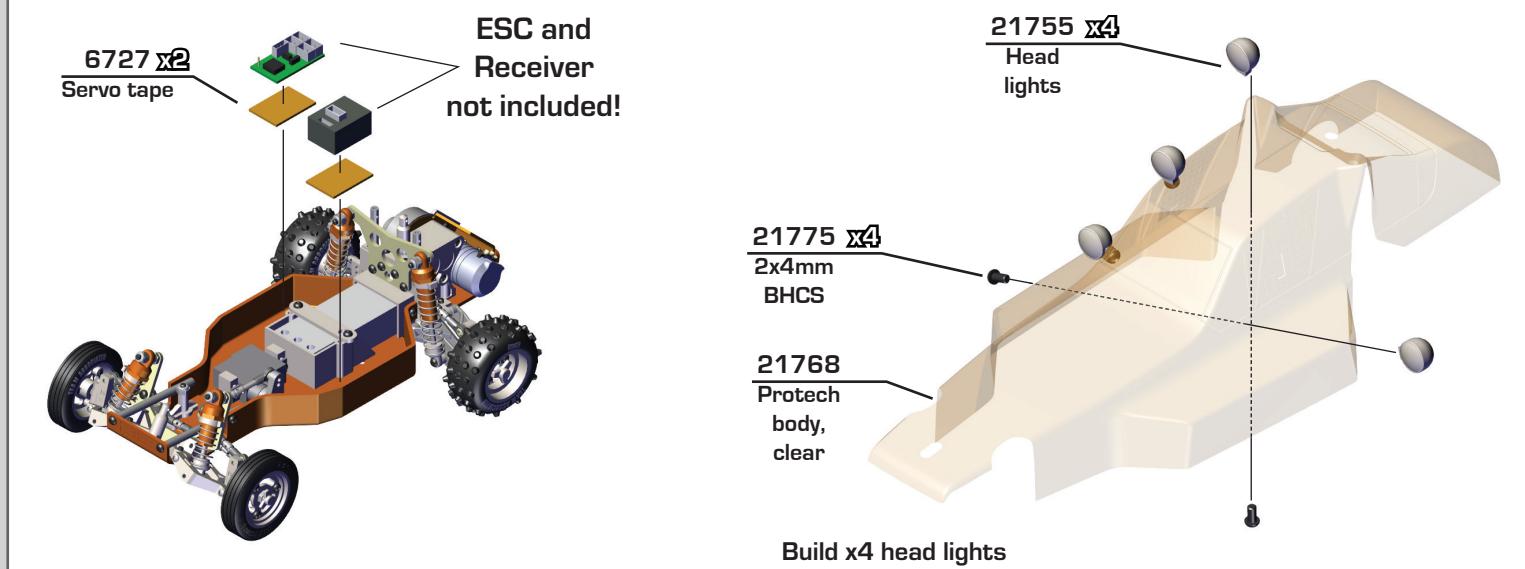
:: Bag J - Step 2



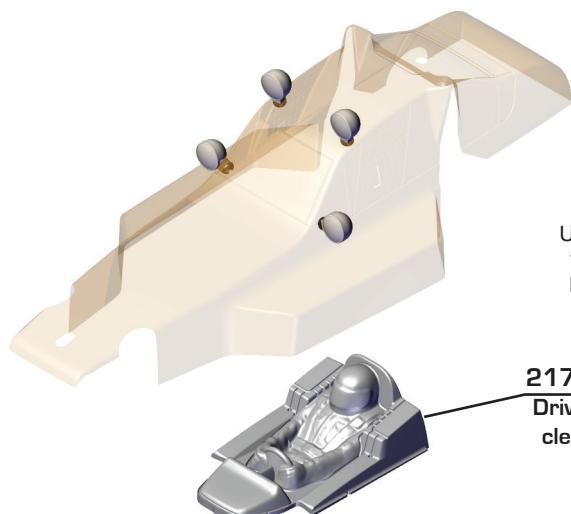
:: Bag J - Step 3



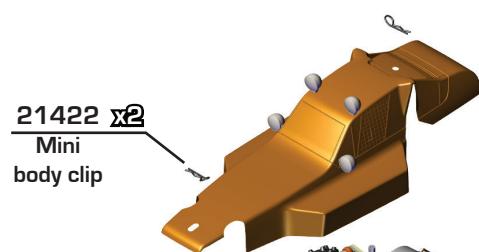
:: Bag J - Step 4



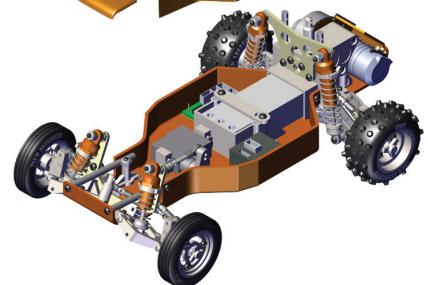
:: Bag J - Step 5



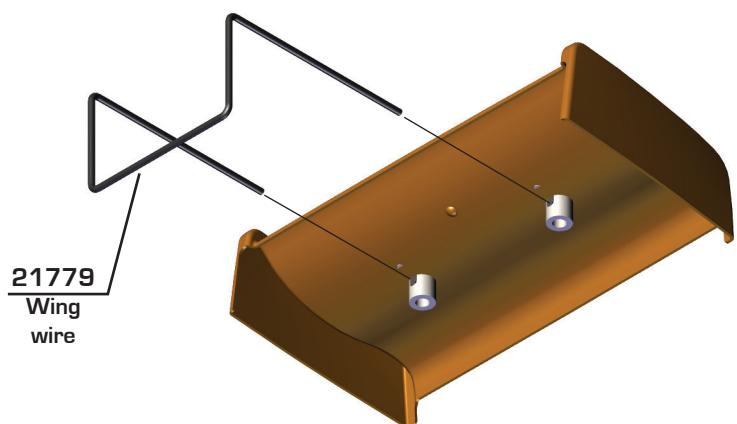
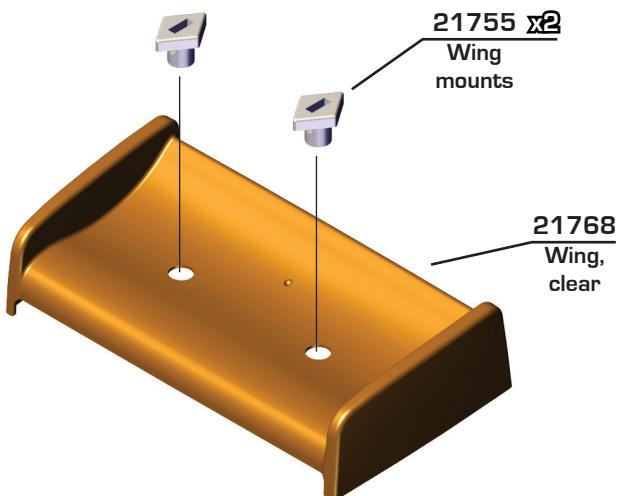
Note:
Use tape to hold the driver figure in place inside the body, after they are both painted and dry.



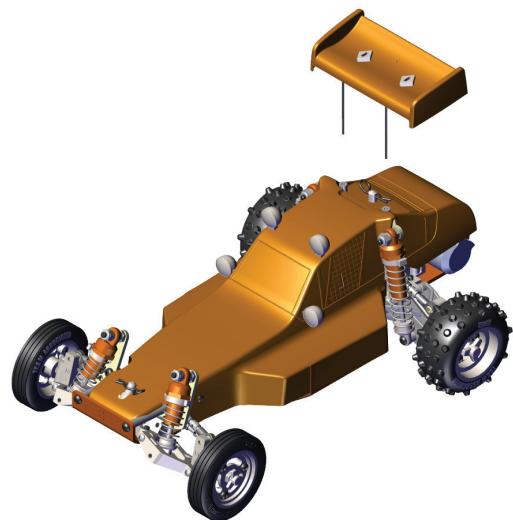
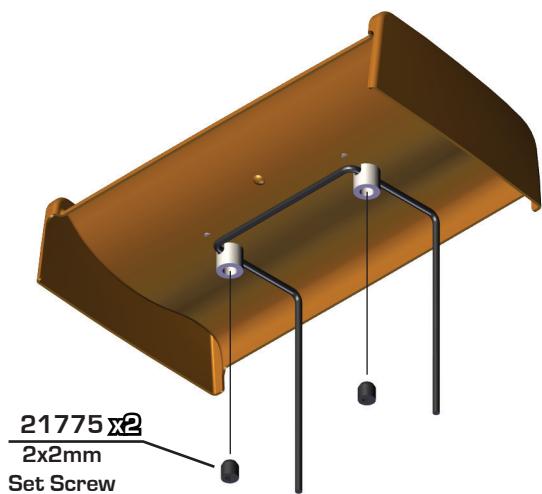
21422 x2
Mini
body clip



:: Bag J - Step 6



:: Bag J - Step 7



:: Painting Tips

Painting:

Your Kit requires a clear polycarbonate body, driver figure, and wing. You will need to prep these pieces before you can paint them. Wash the INSIDE thoroughly with warm water and liquid detergent (do not use any detergents with scents or added hand lotion ingredients!). Dry the body using a clean, soft, lint-free cloth. Use the supplied window masks to cover the windows from the INSIDE of the body (RC bodies get painted on the inside). Using high quality masking tape, apply tape to the inside of the body to create a design. Spray (use either rattle can or airbrush) the paint on the inside of the body (preferably dark colors first, lighter colors last). NOTE: ONLY use paint that is recommended for (polycarbonate) plastics. If you do not, you can destroy the body! After the paint has completely dried (usually after 24 hours), cut the body along the trim lines. Make sure to drill or use a body reamer to make the holes for the antenna if needed! Use hook and loop tape to secure the body to the side rails of the vehicle.

:: Notes



Associated Electrics, Inc.
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**Check out the following web sites for all of our kits, current products,
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