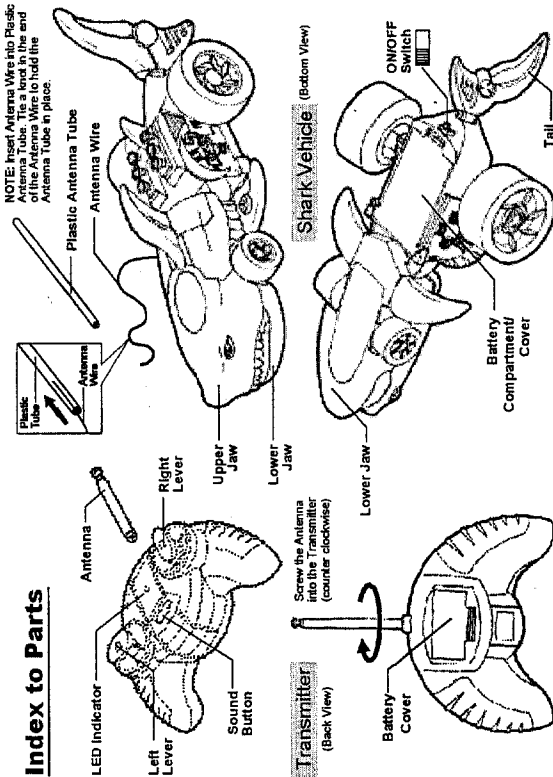


Index to Parts



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.

Trouble Shooting:

Symptom	Cause	Correction
Vehicle does not react or reacts poorly to operation by transmitter.	• High-frequency interference occurs when near high-voltage lines, transformers and some types of buildings. • Enter sleep mode	• Avoid these if possible, or choose another place to operate the vehicle. • Push ON/OFF switch once to start the play.
Loss of control	• Another radio control vehicle using the same frequency is operated near your vehicle. • Out of the control range of distance.	• Race against other vehicles using different frequencies. • Move to another area, away from radio frequency interference from another device.
Vehicle runs slowly or does not run.	• Loose battery connection • Main power switch is not in "ON" position. • Batteries are not placed in compartment correctly. • Batteries are exhausted.	• Check battery connection. • Switch on the power. • Check the battery polarity. • Replace all old batteries with new ones.

Hints: This Shark Machine will automatically enter 'sleep mode' after 5 minutes when not in use to conserve batteries. To turn it on again, simply push the ON/OFF switch to 'OFF', then back to 'ON' to start to play.

EI-79

Shark Machine.....it's a perfect mix of part realistic shark and part high performance mechanical machine. It ensures you the extreme excitement of radio control performance and fun which you've never experienced before.

Keys Features:

- Radio control shark vehicle and transmitter
- Mysterious sound effect
- Realistic shark movement from hinged body
- Mouth opens on acceleration, closes on deceleration
- Front wheel drive
- Rear wheel steering
- Whipping tail action

Contents:

- Shark vehicle
- Transmitter
- Removable battery drawer for 6 "AA" size batteries
- Instruction manual
- Plastic antenna tube
- Antenna

Safety Precautions: Parents, this toy is recommended for children 5 years and older. To ensure that your child's play is both safe and fun, please review the operating instructions with your children. If toy is in the presence of children under 5 years of age, adult supervision is required. Warnings, cautions or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Cautions:

- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- If using rechargeable battery, it must be NiCd in type and have the capacity below 700mAh.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to short-circuited.

Care and Maintenance:

- Always remove batteries from the toy when it is not being used for a long period of time.
- Wipe the toy gently with a clean damp cloth.
- Keep the toy away from direct sunlight and/or direct heat.
- Do not immerse the toy into water that can damage the electronic assemblies.

Notes:

- Parental guidance is recommended when installing or replacing batteries.
- New and alkaline batteries are recommended to use in this toy to obtain best and maximum performance.
- You are advised to replace with new batteries as soon as the function becomes impaired.
- Interference will cause loss of control or uncontrolled running of vehicle if used in vicinity of cordless telephones, baby monitors, electronic devices or other radio control devices.
- To race 2 vehicles at the same time, buy one vehicle with frequency 27MHz, another one with frequency 49MHz, if you buy 2 vehicles with the same frequency, their signals will interfere.
- Users should keep and retain this information for future reference.
- Users should keep strict accordance with the manufacturer's instructions while operating the product.

Battery requirement for Transmitter:

Power Supply	DC 3V 0.1W
Rating	1 x 9V / 6CF22 / 6AA6
Batteries	6 x "AA" size alkaline batteries (not included)
Requires	1 x 9V battery (not included)

Battery requirement for Shark Vehicle:

Power Supply	DC 3V 0.1W
Rating	6 x 1.5V "AA" LR6 / AM6
Batteries	6 x "AA" size alkaline batteries (not included)
Requires	6 x 1.5V Ni-Cd battery pack (not included)

WARNING:
CHOKING HAZARD -- Small parts.
Not for Children under 3 years.

Silverlit® Silverlit Toys (U.S.A.) Inc. P.O. Box 90608, City of Industry, CA 91715-0608
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