



KEY FEATURES

- Real Water Exploration
- Full Function Radio Control
- Journey To The Far And Mysterious

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

Safety Precautions:

- Parents, this toy is recommended for children. To ensure that your child's play is both safe and fun, please review the operating instructions with your children.
- **DO NOT** pick up moving Pirate Ship.
- Keep hands, hair and loose clothing away from the propeller when power switch is turned ON.
- Remove battery from transmitter and Pirate Ship when not in use.
- **DO NOT** operate your Pirate Ship near swimmers. Stay behind the water's edge when operating.
- **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.

Cautions:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable battery are only to be charged by an adult.
- 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.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

This product is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.



Note:

- Parental guidance is recommended when installing or replacing batteries.
- You are advised to replace the battery as soon as the function becomes impaired.
- Users should keep and retain this information for future reference.
- Users should keep strict accordance with the instruction manual while operation the product.
- Under the environment with electrostatic discharge, the sample may malfunction and require user to reset the sample.

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 submerge the toy into water that can damage the electronic assemblies.

Note:

- New and alkaline batteries are recommended to use in this toy to obtain best and maximum performance.

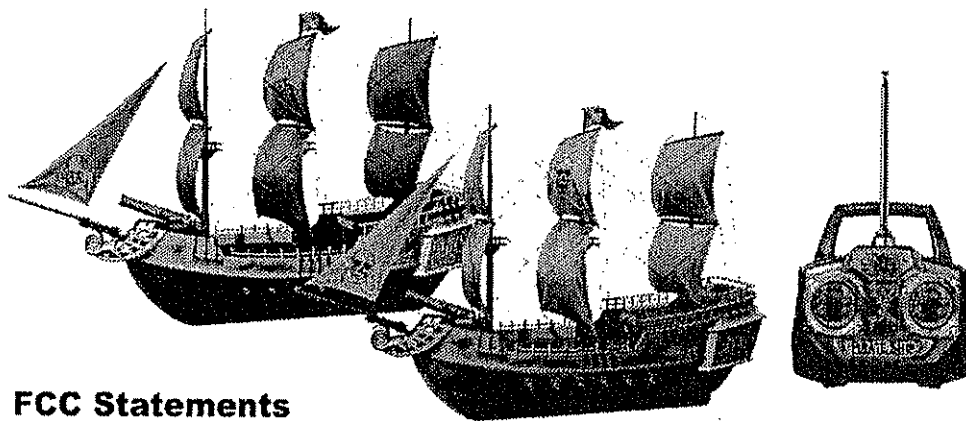
Battery requirement for Transmitter:

- Power Supply :
- Rating : DC 6 V , 0.2 W
- Batteries : 4 x 1.5 V "AA"/LR6/AM3
- Requires 4 x 1.5V "AA" size batteries(not included)

Battery requirement for Pirate Ship:

- Power Supply :
- Rating : DC 6 V , 5 W
- Batteries : 4 x 1.5 V "AA"/LR6/AM3
- Requires 4 x 1.5V "AA" size batteries(not included)

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FCC Statements

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.

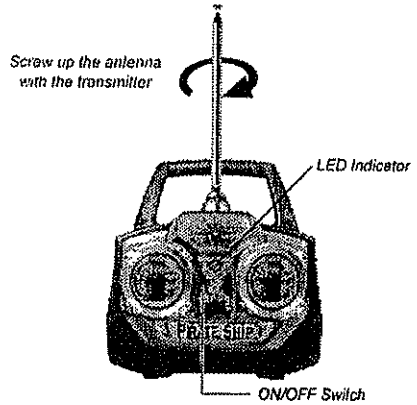
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate 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:

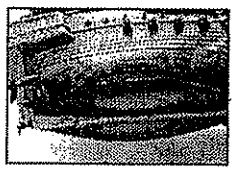
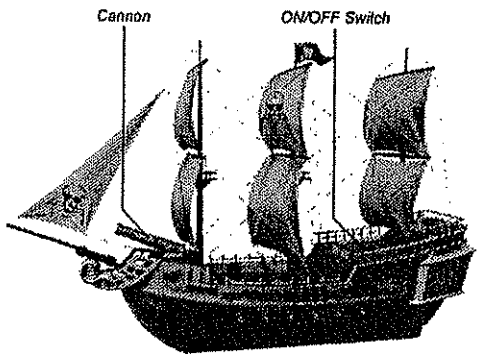
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Index to parts

Transmitter



Pirate Ship



The stand can support the Pirate Ship as a display.



Getting Started

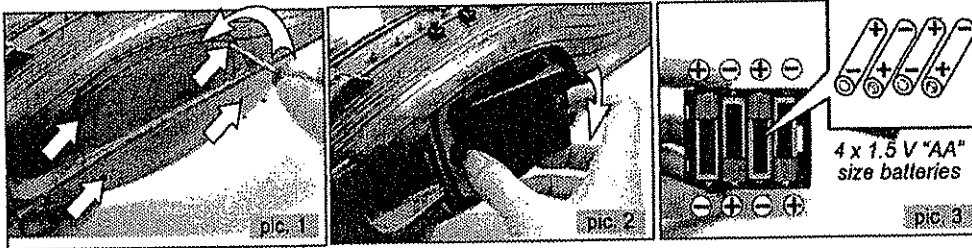
Batteries:

- The Pirate Ship is powered by 4 x 1.5V "AA" size batteries. (not included)
- The Transmitter is powered by 4 x 1.5V "AA" size batteries. (not included)

Battery Installation: Pirate Ship

Make sure the power switch is on "OFF" position.

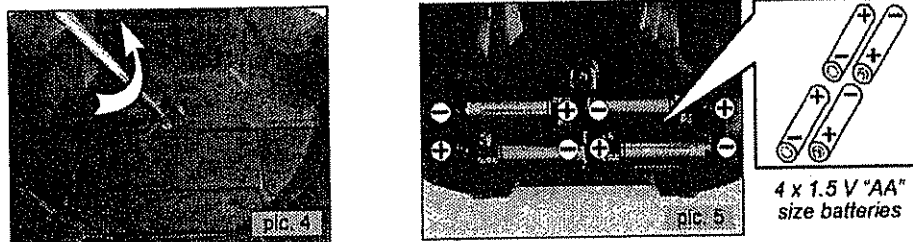
1. Use a phillip's head (Cross-Head) screwdriver to loosen four screws in counter-clockwise.(pic.1)
2. Open the battery compartment cover and pull out the battery drawer.(pic.2)
3. Insert new "AA" size batteries with "+" & "-" signs as shown inside the battery drawer.(pic.3)
3. Put the battery drawer back in position and close the battery compartment cover use a phillip's head (Cross-Head) screwdriver.



Battery Installation: Transmitter

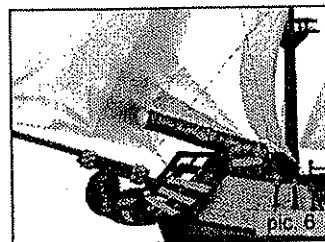
Make sure the power switch is on "OFF" position.

1. Use a phillip's head (Cross-Head) screwdriver to loosen the screw in counter-clockwise.(pic.4)
2. Insert new "AA" size batteries with "+" & "-" signs as shown inside the battery compartment.(pic.5)
3. Close the battery compartment cover use a phillip's head (Cross-Head) screwdriver.



Driving your Pirate Ship

1. Raise the antenna on transmitter.
2. Set transmitter power button "ON/OFF" to "ON", the LED indicator will light up.
3. Set Pirate Ship power button "ON/OFF" to "ON".
4. Put the Pirate Ship on water.
5. Steer the Pirate Ship by adjusting the control levers of transmitter in different combinations to perform different action.
6. Press the Cannon button on transmitter to trigger the Cannon. The Cannon equipped with sound and light effect.(pic.6)



Tip!

For begining play, it is recommended to practice to control the Pirate Ship in a bath tub or shallow swimming pool.

Steering driving

Left Lever	Right Lever	Action
		↑ Forward
		↓ Backward
		↗ Forward left
		↖ Forward right
		↙ Backward left
		↘ Backward right
		↻ Spin left
		↻ Spin right

WARNING:

Never allow young children to play in or around water without adult supervision.

Driving Tips

- Operate only in calm, clear water for the Pirate Ship. Pools and shallow ponds are recommended.
- After each use, wipe with a towel and allow to dry completely.
- When your Pirate Ship runs erratically, the problem is usually the result of interference caused by high tension wires, radios, or other R/C toy running close by on the same frequency as yours. You may have to choose an alternate place to play.
- Do not operate near concrete walls which may disturb transmission.
- Your Pirate Ship is designed for operation in fresh water. Avoid in salty water operation.
- Do not submerge the Pirate Ship & remote controller in water for a long time.

Tip!

Do not submerge the transmitter and the Pirate Ship into water which can damage the electronic assemblies & the functions.

Trouble Shooting

Symptom	Cause	Correction
Pirate Ship does not react, or react poorly to operation by transmitter.	- High-frequency interference occurred near to high-voltage lines, transformers and some types of building.	- Avoid these if possible, or choose another place to operate the Pirate Ship.
Loss of control	- Another radio control products using the same frequency is operated near your vehicle. - Out of the control range of distance.	- Using different frequencies. - Move to another place where without radio frequency interference from another device. - Ensure the antenna is fully extended. The Pirate Ship runs distance up to 20 meters in water.
Pirate Ship 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.

