

WARNING:

Keep out of reach of children.
 Adult assembly only.
 Balloons represent a choking hazard. Keep uninflated balloons away from children. Discard broken balloons immediately. Children under 8 years can choke or suffocate.
 Warning! Never deliberately inhale balloon gas. Inhaling helium can result in serious lung injuries and/or suffocation. Do not inhale helium from a balloon or helium tank under any circumstances.

Always use in a well-ventilated area.
 Never allow children to handle the cylinder or to use the balloon filling equipment. Adult supervision is required.
 Don't play with the balloon near water.
 This product is strictly for use INDOORS ONLY.
 Do not use this product outside.
 Do not fly near air conditioning ducts.
 Small drafts or air flows may divert flying path.
 Do not expose the balloon to extreme heat as this may cause the balloon to burst.

PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE.

- Non-rechargeable batteries are not to be recharged;
- Rechargeable batteries are only to be charged under adult supervision;
- Rechargeable batteries are to be removed from the handset before being charged;
- Different types of batteries or new and used batteries are not to be mixed;
- Batteries are to be inserted with the correct polarity;
- Exhausted batteries are to be removed from the toy;
- The supply terminals are not to be short-circuited.

- Never:
- Dispose of batteries in a fire.
 - Always
 - Make sure battery compartments are secure.
 - Use batteries of the correct size and type.
 - Fit batteries correctly observing the plus and minus marks on the battery and compartment.
 - Replace a whole set of batteries at one time.
 - Remove dead batteries from equipment.
 - Remove batteries from appliance that will not be used again for a long time.

Consumers have a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, you can help by re-using or recycling such equipment.

The crossed out wheelle-bin symbol indicates that the product & batteries must not be disposed of in domestic waste as they contain substances which can be damaging to the environment and human health. If you cannot re-use or recycle the product or batteries, please use designated collection points, or civic recycling facilities to dispose of them.

Not suitable for children under 36 months due to small parts which may represent a choking hazard.

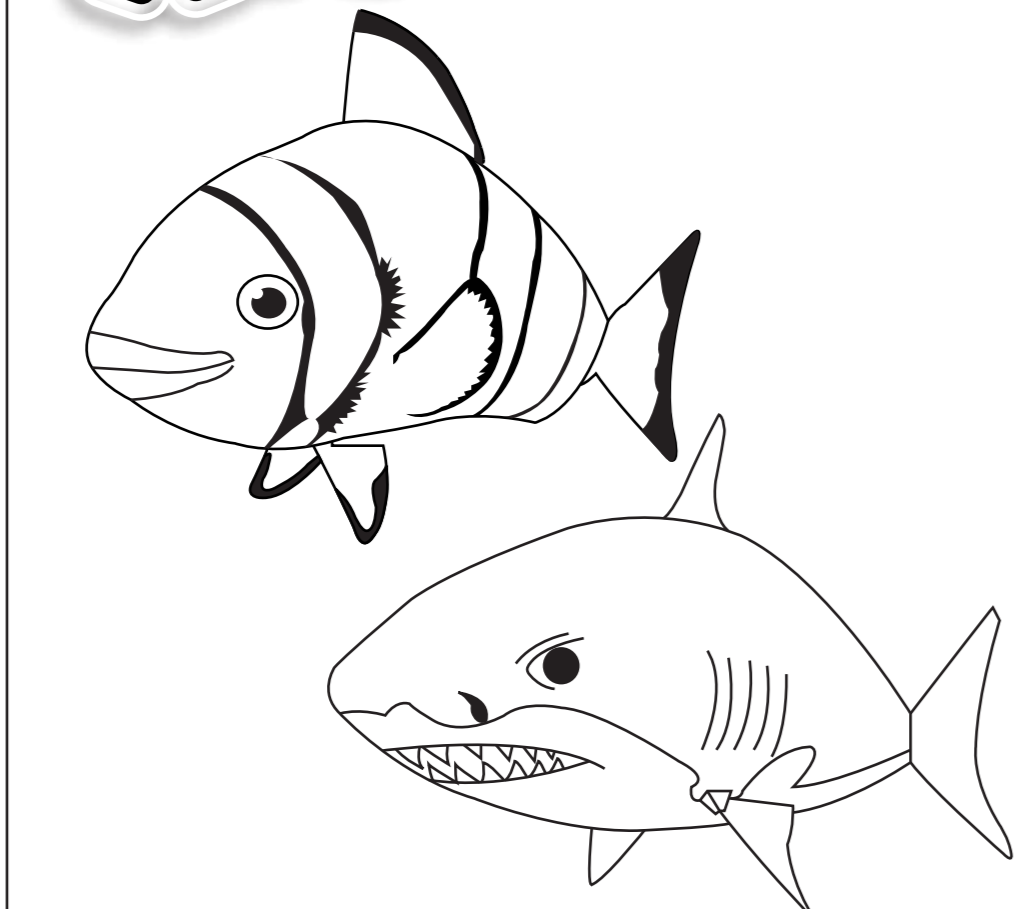
Not suitable for children under 36 months; strangulation hazard. Please retain this packaging for future reference.

USA, EU and international patents and designs pending.

Designed and Developed by: William Mark Corporation, Claremont, California.
 Distributed by: China Industries Ltd. T/A Wow! Stuff, Creative Industries Centre, Wolverhampton Science Park, Wolverhampton, WV10 9TG, UK. www.wowstuff.co.uk
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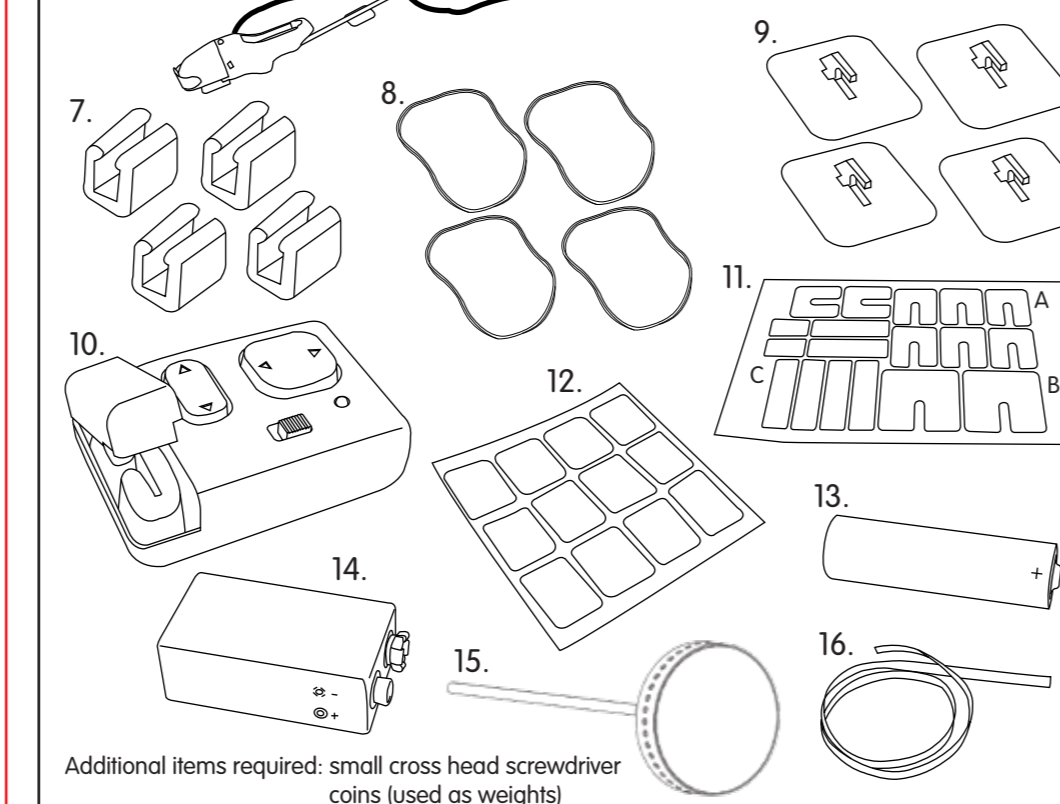
Air Swimmers



Instructions for assembly and flying

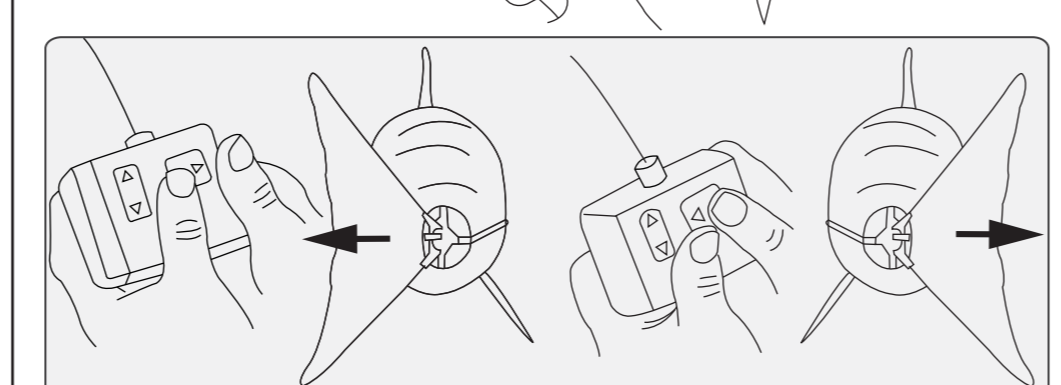
Contents

- 1 x Air Swimmers balloon (only 1 balloon included)
- 2 x Underbelly fins
- 1 x Back fin
- 1 x Tail fin
- 1 x Pod track
- 1 x Fin assembly
- 4 x Fastening clips
- 4 x Elastic bands
- 4 x Hooks
- 1 x Remote control (with putty)
- 18 x Clear tape tabs
- 12 x Double sided sticky pads
- 1 x AAA battery
- 1 x 9V battery
- 1 x Extractor
- 1 x Ribbon



Additional items required: small cross head screwdriver
 coins (used as weights)

3. To turn the Air Swimmer, hold the button down in the direction you want to turn for a longer period.
4. To make the Air Swimmer move upwards, the pod must move backwards on the track by pressing the back button so the nose points up. Then using the left/right button, swim the Air Swimmer forward.
5. To move the Air Swimmer downwards, move the pod forward using the forward button so the nose points down. Then using the left/right button, swim the Air Swimmer forward.



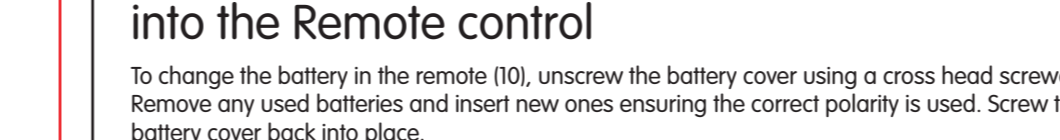
Troubleshooting guide

Symptom	Cause	Solution
My Air Swimmer will not float.	Not enough helium or too much putty/ coins in the pod mouth.	Refill with helium, remove coins/ putty so Air Swimmer balances around 5 ft in height!
My Air Swimmer is too light and sticks to the ceiling.	The Air Swimmer is too light and needs to be weighted.	Try adding coins and putty into the pod track.
Tail or pod does not operate.	Weak batteries.	Remove and replace batteries in the handset and pod track
	The cable from the pod track is not connected to the tail sufficiently	Refit and ensure the plug connection is fully inserted correctly

The Air Swimmer needs to float roughly at around 5 feet (1.5m). Untie the ribbon tether and balance out the weight by placing coins in the pod mouth until the Air Swimmer rises very slowly. Then add enough of the putty from within the remote to the pod mouth so that the Air Swimmer neither rises nor falls. If it starts to descend, remove some of the putty.

Inserting batteries into the Remote control

To change the battery in the remote (10), unscrew the battery cover using a cross head screwdriver. Remove any used batteries and insert new ones ensuring the correct polarity is used. Screw the battery cover back into place.



Instructions for flying your Air Swimmer

Choose an environment which meets the following criteria:

1. An indoor environment with calm air conditions, avoid air-conditioned rooms.
2. There should be no electric fans, air conditioners, lamps, candles or open fires or other items that could effect flight or damage the Air Swimmer.
3. It is recommended to use a space larger than 10ft (3.4m) (W) x 16.5ft (5m) (L) x 8ft (2.4m) (H).
4. Always turn off both the pod and the handset when finished playing.

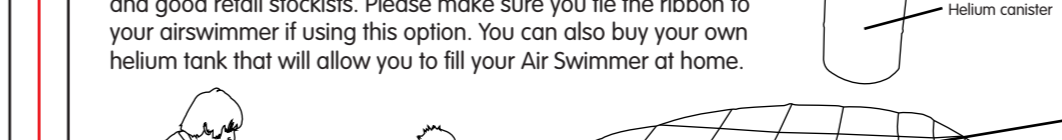
1. Turn the power switch to "ON" for both the remote (10) and the pod track (5).
2. To move the Air Swimmers tail left, press left on the remote. To move the tail right, press right on the remote. To get the Air Swimmer moving, you need to move the tail from left to right by pressing right, left, right, left in a constant rhythm. Experiment with faster and slower rhythms to find the best speed.

IMPORTANT: PLEASE READ FULLY BEFORE ASSEMBLY

Filling with helium

All parts of the assembly of your Air Swimmer must be carried out by an adult. You will need at least two adults to complete these instructions. Before using helium tanks please consult any instruction manuals provided.

You can fill your Air Swimmer at most party shops, flower shops and good retail stockists. Please make sure you tie the ribbon to your airswimmer if using this option. You can also buy your own helium tank that will allow you to fill your Air Swimmer at home.



1. To fill the Air Swimmer with helium lay the Air Swimmer balloon (1) out flat on the ground. Whilst one person holds the balloon down the other person can operate the helium tank.
2. Open up the valve on the back of the balloon and insert the helium tanks nozzle, release the helium slowly so that the balloon starts to inflate and increase it gradually until the balloon is full. The Air Swimmer needs to be filled by an adult.

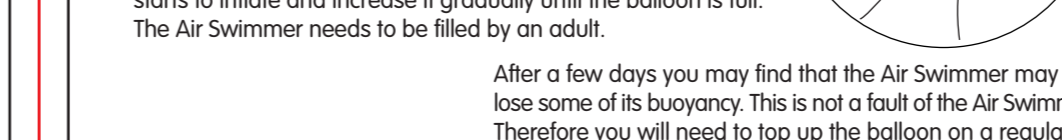


After a few days you may find that the Air Swimmer may lose some of its buoyancy. This is not a fault of the Air Swimmer. Therefore you will need to top up the balloon on a regular basis. After several top ups of the Air Swimmer the helium inside the balloon may become mixed with oxygen and therefore if the balloon does not fly as well once full, it may be time to empty the balloon fully and then refill the balloon.

Note: The Balloon will rise very rapidly once you start filling it with helium, you can tie the ribbon (16) provided to a tag on the packaging to stop it from floating away. You can store your Air Swimmer this way or by attaching to the hook on the controller.

Warning: Do not inhale helium. Use only in a well ventilated area. Never use in closed spaces. Helium reduces and can eliminate oxygen available for breathing. Inhaling helium can result in serious personal injury or death.

Warning: DO NOT OVER INFLATE THE BALLOON. Only inflate with helium. Do not use other type of gas. Do not use any other inflations device such as a foot pump.



Assembly

1. Once the Air Swimmer (1) is full, place the double sided sticky pads (12) onto a table with the yellow liner facing up. Remove the liner from the back, push each of the fins(2)(3) attachment tabs down on a sticky pad and remove the entire pad, including the lining.



2. Whilst one person holds the Air Swimmer the other can remove the lining and stick the underbelly fins (2) to the area of the Air Swimmer marked "Place fin here" underneath, and stick the back fin (3) to the area marked "place fin here" on the top of the Air Swimmer, then put clear tape tabs (11A) over the fin tabs.



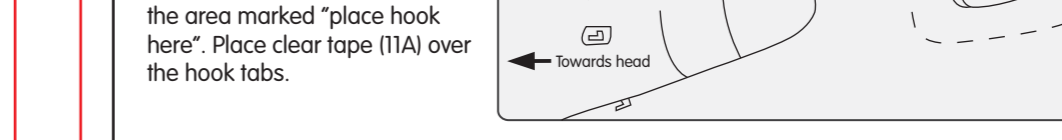
3. Stick the sticky pads onto the four hooks (9) using the same technique as in step one. Remove the lining and with the hooks facing towards the head of the Air Swimmer, stick them to the area marked "place hook here". Place clear tape (11A) over the hook tabs.



4. Attach the tail fin (4) to the fin assembly (6) by slotting the rods into the fin assembly arms. The rods should line up with the groove in the arms and the ends should sit comfortably in the holes at the bottom of the fin assembly arms. Attach the fastening clips (7) to the top and bottom of the assembly arms securing the rods in place.



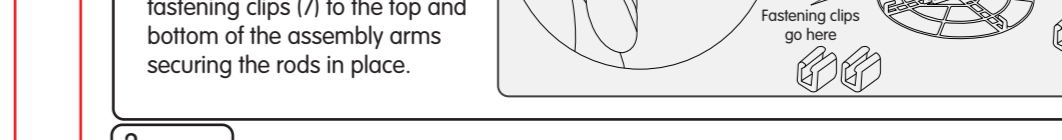
5. Attach the fin assembly to the 4 hooks on the Air Swimmer with elastic bands (8). The tail should line up vertically with the Air Swimmer and the plug connection on the fin assembly should face down.



6. Using the double sided sticky pads (12), attach the pod track (5) to the underside of the Air Swimmer. Press the pod track onto the bottom of the Air Swimmer with the back of the pod at the place marked "2". Make sure the pod track is as straight as possible, to ensure the pod runs smoothly. Place the clear tape (11B) over the top and bottom track tabs. Use (11C) for the middle track tab, placing one either side to secure. Loop the electrical cable from the pod track through the cable hoops, underneath the belly.

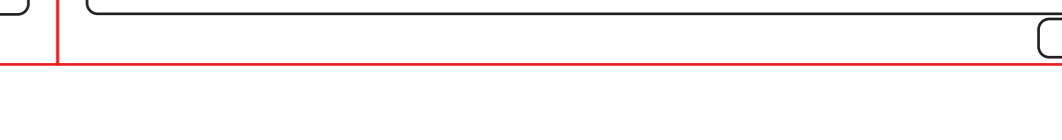
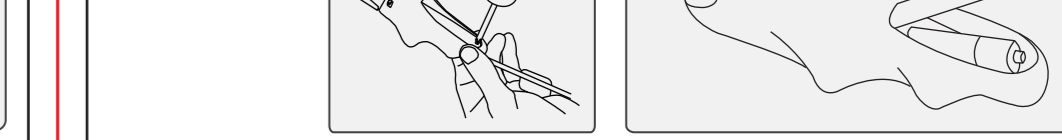
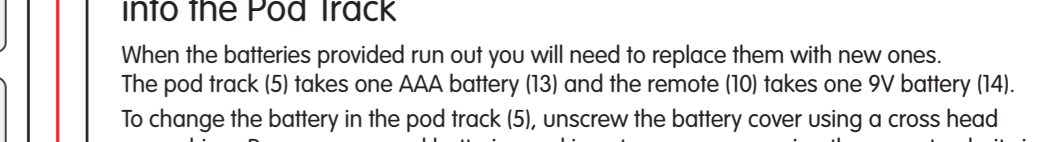
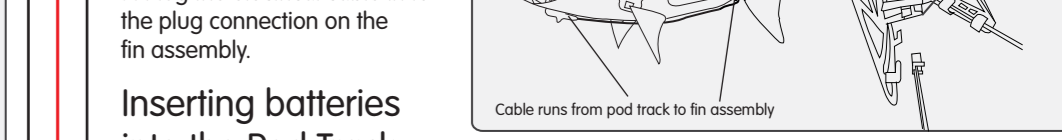
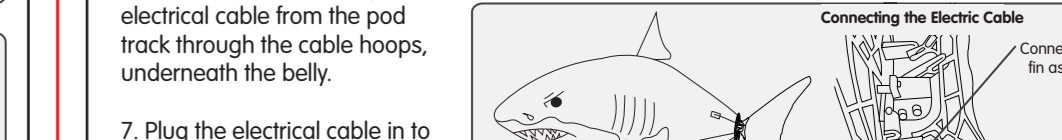
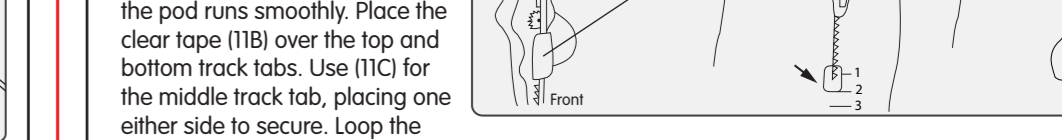
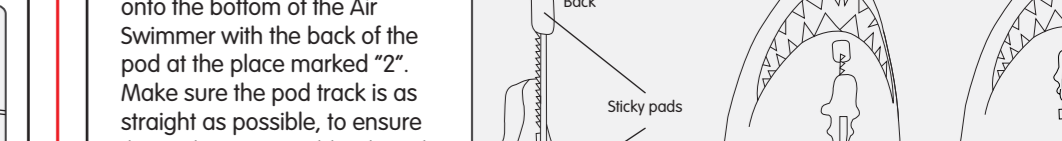
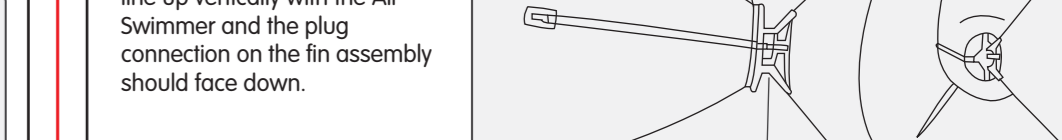


7. Plug the electrical cable in to the plug connection on the fin assembly.



Inserting batteries into the Pod Track

When the batteries provided run out you will need to replace them with new ones. The pod track (5) takes one AAA battery (13) and the remote (10) takes one 9V battery (14). To change the battery in the pod track (5), unscrew the battery cover using a cross head screwdriver. Remove any used batteries and insert new ones ensuring the correct polarity is used. Screw the battery cover back into place.



CE REQUIREMENT

Hereby, China Industries Ltd. t/a Wow! Stuff, declares that this AR-1001 & AR-1002 are in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

To which must be added:

- the exact location from which a copy of the DoC may be obtained (internet or postal address) or
- a copy of the DoC in the original language is enclosed with the equipment

FCC NOTE

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.

The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

The antenna used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons and must not be co-located or operated in conjunction with any other antenna or transmitter.