204-11-0085-MANUAL (#EL069)
100% SCALE(mm)
PAGE SIZE: 140mm x 200mm

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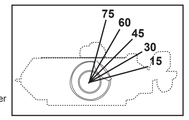
Adjustment of the Angle of the Left/Right Screws (Manual)

- As can be seen in the diagram, the angle of both screw can be adjusted by hand between 15 and 75. By adjusting both screws at a steep angle of about 75, the submarine can be made to quick dive or quick surface.
- If you adjust the screws at small angles, the submarine will not dive or surface so fast, but the forward/ reverse running power will be increased.
- By adjusting the left and right screws at different angles (one small and the other at a sharp angle), the submarine will move in a unique manner. Change the angles any way you like and enjoy all sorts of movements.



Control Distance and Water Quality

- Depending on the quality of the water, it may be very hard for the radio waves to reach the submarine. Submerge the submarine underwater within your reach, and test the control distance before playing. Muddy or impure water is dense and full of foreign particles, and is not suitable for playing. Choose water which is clear and enables your to see the submarine underwater.

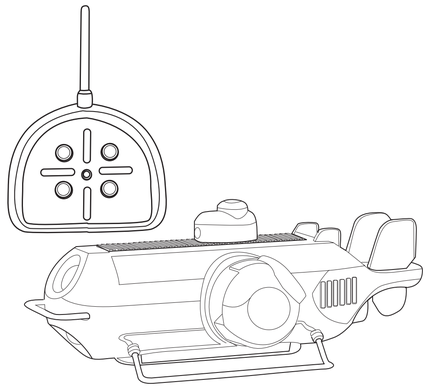
Points to be Careful of When Playing

(As the battery power runs low, the control distance will become shorter. Shorten the distance between the submarine and transmitter as your playing Time becomes longer.)
- Before playing, make sure that the submarine moves according to your transmitter operations.
- While the submarine is still on land, check the maximum controllable distance Between the submarine and transmitter. When submerged underwater, Leave an allowance and keep the submarine slightly closer to the transmitter than the maximum controllable distance.
- If the metal tab in the battery box is deformed and not touching the battery, lift up the tab and adjust properly.
- DO NOT play in water that is dirty, has weeds, or obstacles. The filth or weeds may get caught in the screws or other parts and prevent the submarine from moving.
- DO NOT play where there is water current, or when the wind is blowing strongly. The submarine may be swept away.
- DO NOT play in the ocean(salt water) because the parts will rust.
- DO NOT play outdoors in thunderstorms.
- ¥If the submarine does not move properly, exchange all the batteries in both the submarine and the transmitter.
- After playing, remove all the batteries from the transmitter and submarine. Drain out all the water form the submarine and dry completely before storing away.

NATIONAL GEOGRAPHIC™

RC MINI UNDERSEA EXPLORER

INSTRUCTIONS



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ADJUSTMENT OF THE ANGLE OF THE LEFT/RIGHT SCREWS (MANUAL)

- As can be seen in the diagram, the angle of both screw can be adjusted by hand between 15 and 75. By adjusting both screws at a steep angle of about 75, the explorer can be made to quick dive or quick surface.
- If you adjust the screws at small angles. The explorer will not dive or surface so fast, but the forward/ reverse running power will be increased.
- By adjusting the left and right screws at different angles (one small and the other at a sharp angle), the explorer will move in a unique manner. Change the angles any way you like and enjoy all sorts of movements.

CONTROL DISTANCE AND WATER QUALITY

- Depending on the quality of the water, it may be very hard for the radio waves to reach the explorer. Submerge the explorer underwater within your reach, and test the control distance before playing. Muddy or impure water is dense and full of foreign particles, and is not suitable for playing. Choose water which is clear and enables your to see the explorer underwater.

POINTS TO BE NOTES

(As the battery power runs low, the control distance will become shorter. Shorten the distance between the explorer and transmitter as your playing Time becomes longer.)
¥ Before playing, make sure that the explorer moves according to your transmitter operations.
¥ While the explorer is still on land, check the maximum controllable distance Between the explorer and transmitter. When submerged underwater, Leave an allowance and keep the explorer slightly closer to the transmitter than the maximum controllable distance.
¥ If the metal tab in the battery box is deformed and not touching the battery, lift up the tab and adjust properly.
¥ DO NOT play in water that is dirty, has weeds, or obstacles. The filth or weeds may get caught in the screws or other parts and prevent the explorer from moving.
¥ DO NOT play where there is water current, or when the wind is blowing strongly. The explorer may be swept away.
¥ DO NOT play in the ocean(salt water) because the parts will rust.
¥ DO NOT play outdoors in thunderstorms.
¥If the explorer does not move properly, exchange all the batteries in both the explorer and the transmitter.
¥ After playing, remove all the batteries from the transmitter and explorer. Drain out all the water form the explorer and dry completely before storing away.

BATTERY SAFETY GUIDELINES

- To prevent battery leakage: Be sure to insert batteries correctly.
- Batteries should be replaced by adult.
- Never dispose of batteries in fire as this may cause them to explode.
- Do not mix old and new batteries (replace all batteries at the same time).
- Do not mix Alkaline, standard (Carbon-Zinc) or rechargeable (Nickel-Cadmium) batteries (or equivalent). Only batteries of the same or equivalent type as recommended are to be used.
- Non-rechargeable batteries are not to be recharged.
- Always remove exhausted or dead batteries from product. Remove batteries from product which is not going to be used for a long time. Otherwise the batteries may leak and cause damage.
- The supply terminals are not to be short-circuited.
- Make sure battery compartment is secure.
- Do not immerse battery operated toys. Wipe clean only.

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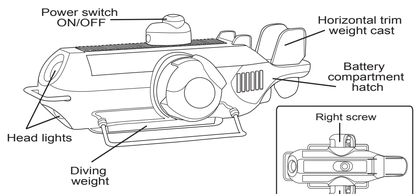
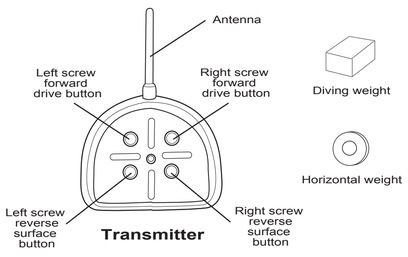
CONTENTS

Undersea Explorer



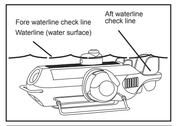


ADJUSTMENT OF THE TRIM AND WEIGHT

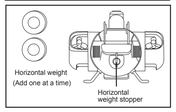
Make sure that the specified batteries are installed properly, and that the battery compartment hatch is screwed in and locked firmly before putting the explorer into the water.

Adjustment of the waterline The buoyancy of the explorer differs depending on the nature of the water. Adjustments should be made in the water where you will actually be playing. Also adjust in shallow water where the explorer is within easy reach.

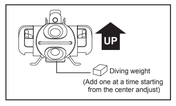
(1) Put the explorer into the water. Adjust the weight so that the waterline(water surface)is within the width of the check line both fore and aft, as shown in the diagram.(If the explorer is too heavy, there is the danger that it will sink. If it is too light, it may not be able to dive underwater as controlled.) Always keep an eye on the position of the check line and water surface while you are playing. If the explorer starts to go out of Balance, stop operating and readjust the weight.



(2) Adjustment of the horizontal trim weight. To make the rear (aft) of the explorersink more deeply, turn the horizontal weight stopper in the counterclockwise direction and pull off. Increase the number of horizontal weights as needed. (As you increase the weight in the aft, the entire hull will sink deeper into the water.)



(3) Adjustment of the diving weight If the explorer is too light and floats too. High above surface, the explorer has to be made heavier. Slide out the diving weight case on the underside of the hull to the side, and increase the number of diving position it the case.



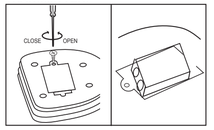
WARNING!
- **Unless the trim(balance) is adjusted properly, the submarine cannot be controlled as desired.**
- **If any other types of batteries besides those specified are used, there is the danger that the submarine will become too heavy and sink.**

FEATURES

- 2-channel,9 functions: submerge, surface, left/right turn, spin turn, stop, etc.
- By adjusting the angle of the left/right screws, explorer can ,make a quick dive or quick surface.
- The 2-motor system can make the left/right screws turn in opposite directions and thereby enable the explorer to spin turn.
- By adjusting the left /right screws at different angles, explorer can make a tornado dive or rolling dive.
- If you stop operation, or if the radio waves fail to reach the explorer, the safety system will automatically bring the vessel to the surface.
- The hull is water-tight and can submerge to a depth of about 60cm.

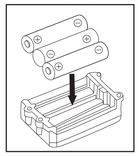
BATTERY INSTALLATION

TRANSMITTER:



1) Open or close the cover with a Philips screwdriver.
2) Insert 1 9V (6LR61) Alkaline battery.

UNDERSEA EXPLORER:



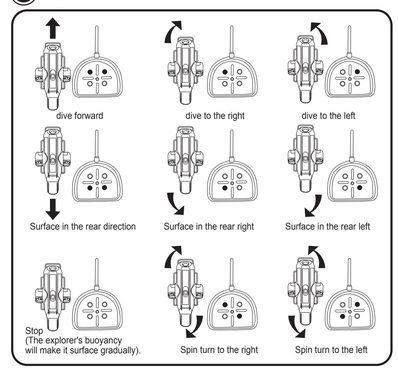
1) Open or close the cover with a Philips screwdriver.
2) Insert 3 size "AA" (LR6) 1.5 V batteries.

HOW TO PLAY

- Turn the power switch of the undersea explorer On.
- Let the explorer float on the Water.(Be sure to adjust the trim.)
- After you finish playing, turn the power switch of the explorer OFF and take it out of the water.

Transmitter operations and explorer movements
(The undersea explorer can sustain submersion to a depth of about 60cm. If you make it dive too deeply, the radio waves will not reach the explorer, and it will go out of control.

If you press these button(s), the undersea explorer will:



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