

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.

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.

Operation within the bands 27.145MHz.

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 that is received, including any interference that may cause undesired operation.

FCC ID: Q6N205ELB

Trouble Shooting Guide		
PROBLEM	CAUSE	SOLUTION
Plane will not start or has low power.	1.Plane not charged. 2.Battery power is drained. 3.Plane was not set to OFF during charging. 4.Charger-controller was not set to CHARGER ON.	1.Charge plane for 2-4 minutes (see Charging). 2.You will need to replace the charger-controller's batteries after 20 flights. 3.The Plane will not accept a charge in the ON position. Always set to ON before charging. 4.The charger-controller will NOT charge in the CONTROL OFF position. Always set the charger - controller to CHARGER ON before attempting to charge.
Plane will not turn.	1.Controller is not ON. 2.Controller antenna is not extended. 3.It is a windy day. 4.Airplane antenna not uncoiled.	1.Set controller to CONTROL ON. 2.Fully extend Controller antenna before flying. 3.Do not fly in winds.Windy conditions will limit and may prevent your ability to control the plane. 4.Uncoil airplane antenna.
Plane is flying too low.	1.Needs more power. 2.The 6 AA batteries in the Charger-Controller are drained.	1.Pull the toggle UP back to make. 2.Install new batteries.
Plane is flying too high.	1.Need to decrease power.	1.Push the toggle DOWN.

Questions?
Email us at toys@sharkjawtoys.com or call our friendly flight technicians toll free at 1-888-492-8697

FCC Requirements
CAUTION:Changes or modifications to this product not expressly approved by the party responsible for compliance may void the user's authority to operate the equipment.

Batteries
IMPORTANT BATTERY INFORMATION:
•Battery installation should be performed by an adult. •Use only batteries recommended in this instruction manual. •Be careful to install the batteries with the correct polarity as indicated. •Do not mix old and new batteries.
•Do not mix alkaline, standard rechargeable, or different types of batteries.
•Different types of batteries or new and used batteries are not to be mixed.
•Do not use rechargeable batteries. •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. •Only batteries of the same or equivalent type as recommended are to be used. •The supply terminals are not to be short - circuited. •Exhausted batteries are to be removed as they will adversely affect the performance. the Cub™ takes six 1.5-Volt AA Batteries (not included). CAUTION: Do not dispose of battery in fire. battery may explode or leak.

Important Safety Information
Keep plane from face, eyes and hair at all times. Keep fingers away from the moving propellers. Do not launch plane near other people or animals. Use caution, make sure people around you know that you are playing with the Cub™ Recommended for use in large, wide-open,grassy areas. Do not fly near overhead wires, buildings, trees, or other obstructions, Be sure to fly on a clear sunny day. Do not fly in WIND. Flying in wind will severely diminish your ability to control the airplane. In some situations, where the wind is very strong, the wind may overpower the airplane and you will not be able to control it . Do not fly in adverse weather conditions such as electrical storms, rain, sleet or snow. Do not fly in temperatures below 45°F/7°C. Do not fly in temperatures above 113°F/45°C. For charging, use ONLY the Cub™ controller / charger -Do not use any other source to charge the Cub™. Do not overcharge your airplane. Follow the charging instructions provided in the instruction manual contained within this package.

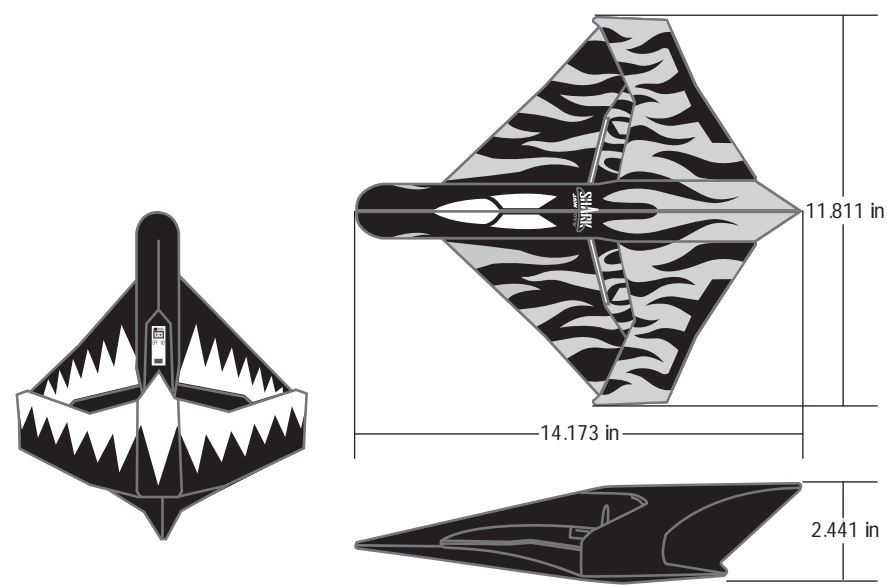
Attack the Sky!
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Tiger Cub™
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Tiger Cub



INSTRUCTION MANUAL
How to Attack The Sky!



Tiger Cub™
Attack the Sky with Shark Jaw Toys revolutionary Internal Wing Aircraft called the Tiger Cub™ and experience the power of vortex assisted lift and propulsion. The Cub™ makes flying easy with its high tech 2gRC Radio Control.

Battery Installation
Instruction Sheets

1. Use a Phillips screwdriver to unscrew and remove the battery door.
 2. Install six 1.5-Volt AA alkaline batteries (not included). Be careful to align the positive (+) and the negative (-) polarities with the corresponding markings inside the battery compartment.
 3. Reinstall the door and tighten the screw.
- Because the Cub's batteries are used for both flight and recharging, they will need to be replaced every twenty flights.

CHARGING

On/Off Switch for Plane
Charger Cord
Charger Cord Door

1. Open Charger door and extend and connect charger cord to the plug in on the bottom of the Cub next to the On/Off switch.
2. Place the power switch on the front of the controller to On, the red indicator light will come on.
3. Charge your Cub for two minutes.
4. Disconnect the cord and place back into compartment on the front of the controller.
5. Place the planes power switch in the on position.

- Pre-Flight Environment Check**
1. Location - Fly the Cub in a large, open area which is free of trees, wires and buildings.
 - 2.Weather - Fly on mild, sunny days. Do not fly in electrical storms, rain, sleet, snow, or other adverse weather conditions. Do not fly if the temperature is below 45 F/7C. In very cold temperatures, the plane will become fragile and the engine performance will decrease.
 - 3.Wind Conditions-Do not fly in wind. Winds may overpower the Plane and make it difficult to control. In windy conditions, it may appear as though you have no control over the plane.

Flying Instructions

▲Push Switch forward to turn ON Plane.
▲Screw in Controller Antenna.
▲Fully extend Controller Antenna.

◀ Set the Charger-Controller Switch to CONTROL ON to start the plane's engines (the Indicator Light will turn Red).

◀ Once the plane has landed,turn the controller to CHARGER Off. to stop the propellers from spinning.

Antenna Down / Up
Power on Light
On/Off Switch
Charger Door Left / Right
Roll Trim Button

- Install antenna as shown and extend the antenna.
Turn the power switch on the controller on and the on/off switch on the plane to ON.
1.Left control stick is for pitch, Up or Down.
2.Right control stick is for turning, Left or Right.