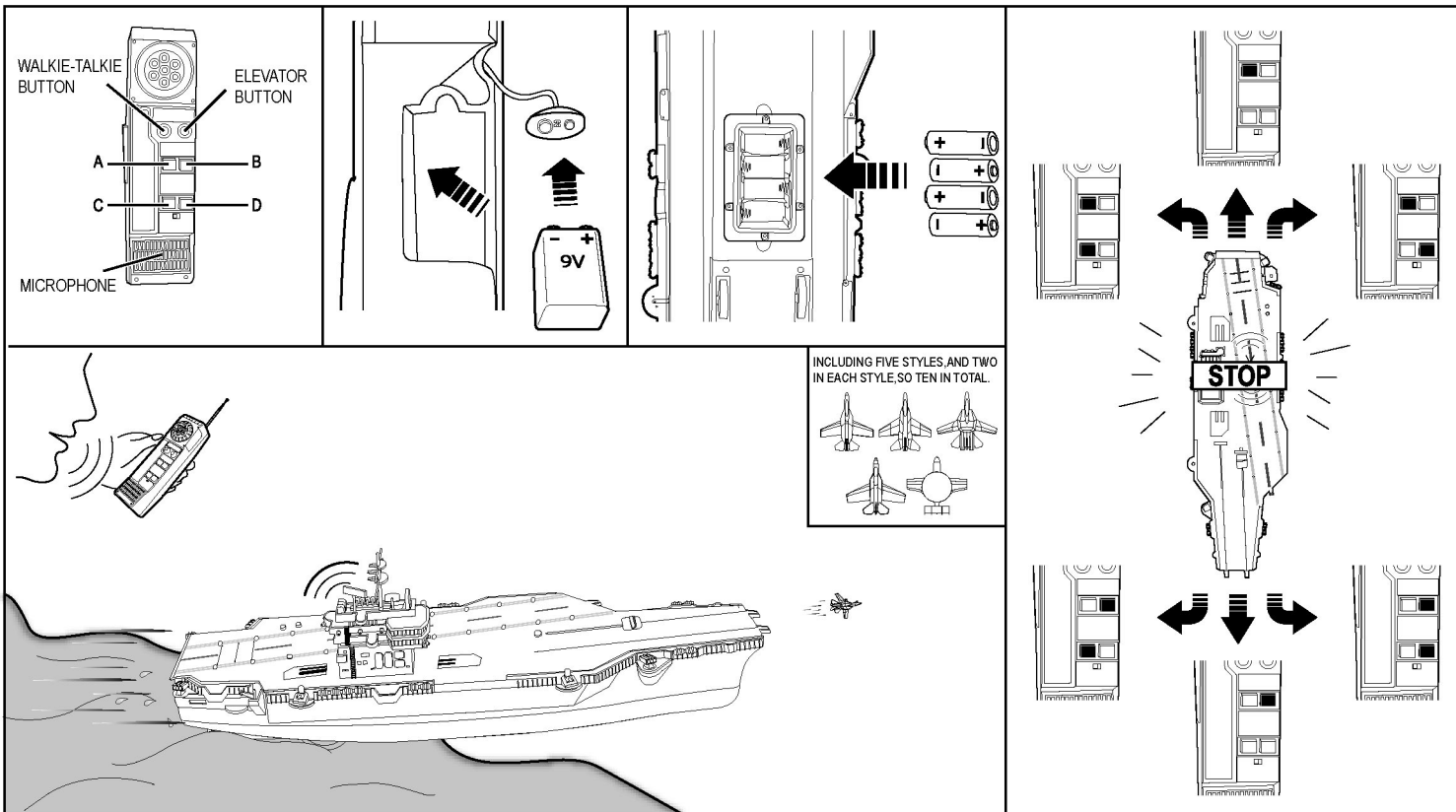


# AIRCRAFT CARRIER



## OPERATING INSTRUCTIONS

Please read carefully before starting to operate. It is recommended to operate the Aircraft Carrier under adult supervision. Not recommended for children under 8 years of age. Keep the instruction manual for future reference.

NOTE: Cannot play 2 Aircraft Carriers together in the same frequency.  
**WARNING: NOT SUITABLE FOR CHILDREN UNDER 3 YEARS DUE TO SMALL PART.**

## FEATURES

- Full function radio control on land and water.
- Catapult for launching jet with realistic sound.
- Walkie-talkie (R/C controller with voice transmission).
- Light-up landing deck with sound.
- 2 working elevators.
- 2 spinning radars.
- Light-up bridge.

## BATTERY REQUIREMENT (NOT INCLUDED)

- 4x 1.5V (1.5V) batteries for Aircraft Carrier.
- 1x "9V" battery for transmitter.
- Alkaline batteries recommended.

## BATTERY INSTALLATION

### (A) TRANSMITTER

- 1) Slide ON/OFF switch to OFF.
- 2) Grasp the middle of the transmitter and open it in the direction of the arrow.
- 3) Connect the battery and the buckles found inside by the right polarities.
- 4) Replace the transmitter.

### (B) AIRCRAFT CARRIER

- 1) Press the ON/OFF button on the deck of the Aircraft Carrier to OFF.
- 2) Use a Philips screwdriver (not included) to loosen the screws on the battery compartment cover at the bottom of Aircraft Carrier, then slide the cover in the direction of the arrow to remove it.
- 3) Install the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
- 4) Replace the battery door and secure it with the screws.

## INSTALL THE ANTENNA

- 1) Insert the supplied antenna into the small hole at the top of transmitter.
- 2) Circumferate the antenna with your hand in the direction of the arrow to make it tight and stand vertically.
- 3) Extend the transmitter's antenna to its full length.

## HOW TO OPERATE

- 1) Press the ON/OFF button on the deck of the Aircraft Carrier to ON.
- 2) Slide the ON/OFF switch on the transmitter to ON.
- 3) Use the buttons both on transmitter and deck to control the movement and direction of the Aircraft Carrier.

## ON THE WATER

- A) Press the water/land button to "Water", (down)
- B) Radars spin with all the beacons and console lighting up.
- C) **Button A&B**  
- Press button A to go forward.

- Press button B to go backward.
- Release to stop.
- D) **Button C&D (Works together with button A&B)**  
- Press button C to turn left.
- Press button D to turn right.
- Release to go straight.

NOTE: 1) Put your Aircraft Carrier on water correctly. It is normal for it to incline to one side in the beginning. It will turn to be balance automatically by injecting water. Do not start controlling your Aircraft Carrier until it keeps balance.

- 2) The toy is to be operated in water only when fully assembled in accordance with the instructions.
- 3) The Aircraft Carrier is not designed to be used on oceans, rivers, lakes or streams, it is ideal for bath tub and pool play.
- 4) Do not extend your hands to the spinning airscrews for fear of being hurt.
- 5) Adult supervision recommended.
- 6) Remember to close the battery cover before place in water.

## ON THE LAND

- A) Press the water/land button to "Land", (up)
- B) Radars spin with all the beacons and console lighting up.
- C) **Button A&B**  
- Press button A to go forward.
- Press button B to go backward.
- Release to stop.
- D) **Button C&D (Works together with button A&B)**  
- Press button C to turn left.
- Press button D to turn right.
- Release to go straight.

## AS A FLAT

- A) When the fighter jet runs through the landing position of the deck with braking sound and lights on the runway blinkle.
- B) Put the fighter jet on the catapult, then pull the launch pad to the end of the slot until it is fastened, press launch button, the jet launches away with realistic sound.
- C) Put the fighter jet on the entrance-elevator correctly, press elevator Button, with jet taken in and out on the exit-elevator. (Note: Do not press the button second time until the whole action has finished or it does not react.)
- D) Press walkie-talkie button, then speak to interphone with voice coming out of the Aircraft Carrier.
- 4) Press ON/OFF buttons on both Aircraft Carrier and transmitter to OFF when you are not to play with it.

NOTE: If the Aircraft Carrier moves slowly or does not move at all, change old batteries with fresh ones. Do not place things other than supplied fighter jets on elevator. The Aircraft Carrier's speed can up to 100ft per minute on land and water.

## CAUTION

- Do not mix battery types.
- Do not mix old and new batteries.
- Replace all together.
- Observe correct polarity.
- Remove batteries when not in use.
- 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.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short circuited.

Note: Dispose of old batteries promptly and properly, do not burn or bury them.

## THE FCC WANTS YOU TO KNOW:

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to 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 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 experienced radion /TV technician for help

