

PLEASE! DO NOT RETURN THIS PRODUCT TO ANY RETAIL STORE!

For any questions or problems with this product please contact us at:

Email: info@interactivetoy.com

Phone: Inside North America: +1-416-444-6873 Outside North America: 1-866-214-2220

Address: Interactive Toy Concepts, 1192 Martin Grove Road, Toronto, Ontario, Canada. M9W 5M9

Web site: www.interactivetoy.com

10+
Item# 44030

TIPS AND TRICKS

1. To obtain the most stable flight, use full throttle when launching.
2. To achieve a wave flight pattern once the duck has attained the desired altitude (8 to 10 feet or 2.5 to 3 meters), gently pulse the throttle.
3. To gain altitude in a confined area, it is easier to start climbing in a circle than in a straight line. Push the throttle (left stick) and apply the right stick to either left or right in order for the duck to gain altitude in a small confined area.
4. The duck can also glide once it is in motion. By letting go of the throttle (left stick), the duck will glide in a natural flight simulation. (Note: this may fool your opponent into thinking that the duck was hit by the IR beam).
5. Only fly the duck outdoors in calm, windless weather conditions with no precipitation.
6. For optimizing your flying experience, you can apply some light weight Mylar tape to trim your duck to fly straight. If you always turns to the right side, you should put the tape on the left tip of the wing (as shown) to adjust the center of gravity. Do the reverse if the duck always flies to the left.

REPLACING iFly DUCK HUNTER EXTREME MAIN WINGS

You can replace the original wings on your iFly DUCK HUNTER EXTREME if they become damaged. A new set of wings can be purchased by contacting Interactive Toy Concepts listed above. To replace the wings, do the following:

1. Make sure the Duck, the Transmitter and the Shooter are turned off.
2. Gently remove the far corner of the wing that is tethered to the body by a ball joint.
3. The leading (front) edge of the wing is a thin carbon fiber rod. Gently pull this rod out of the gear box mechanism housing at the front.
4. Installation of the new wing is the reverse of the wing removal procedure with the following minor difference.
5. The carbon fiber rod has a slight notch cut into its end so that it will only fit properly into gear box mechanism housing one way. Use caution when inserting the carbon fiber rod. If it is not going in smoothly, it is misaligned.

IMPORTANT SAFETY INFORMATION

Do not modify your iFly DUCK HUNTER EXTREME! Do not point the antenna directly at the Duck! Do not use in strong winds, use only in VERY mild conditions! Do not use in rain, snow or around heavy debris! Do not use near electrical lines or electricity! Do not use around smoke or flames! Do not use around water! Do not use in crowded areas! Do not use around air conditioning! Do not use around air vents! Do not use around ceiling fans! Do not use around large obstacles! Do not use in very small spaces! Do be conscious of changes in your area! Any changes or modifications to this product are strictly prohibited and will void product warranty. Keep moving wings away from eyes, hands, hair and loose clothing. Always turn off your iFly DUCK HUNTER EXTREME, transmitter and shooter when not in use. Always remove batteries from transmitter and shooter during storage. Always replace transmitter and shooter with NEW alkaline batteries for optimal performance. Keep your instruction manual for future reference. Only use the provided charger included with the iFly DUCK HUNTER EXTREME to charge the lithium polymer battery installed in the iFly DUCK HUNTER EXTREME.

FCC NOTE: U.S. ONLY

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. 2) This device must accept any interference received including interference that may cause undesired operation. 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. 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. 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 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 and 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 to 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.

INDUSTRY CANADA NOTICE: CANADA ONLY

This radiocommunication device complies with all the requirements of Industry Canada Standard RSS-310. Operation is subject to the following two conditions: 1) This device may not cause harmful interference. 2) This device must accept any interference received, including interference that may cause undesired operation. Field Strength and measurement distance: 27.145MHz - 60.1 dBµV/m at 3 meters. 49.860MHz - 45.27 dBµV/m at 3 meters.

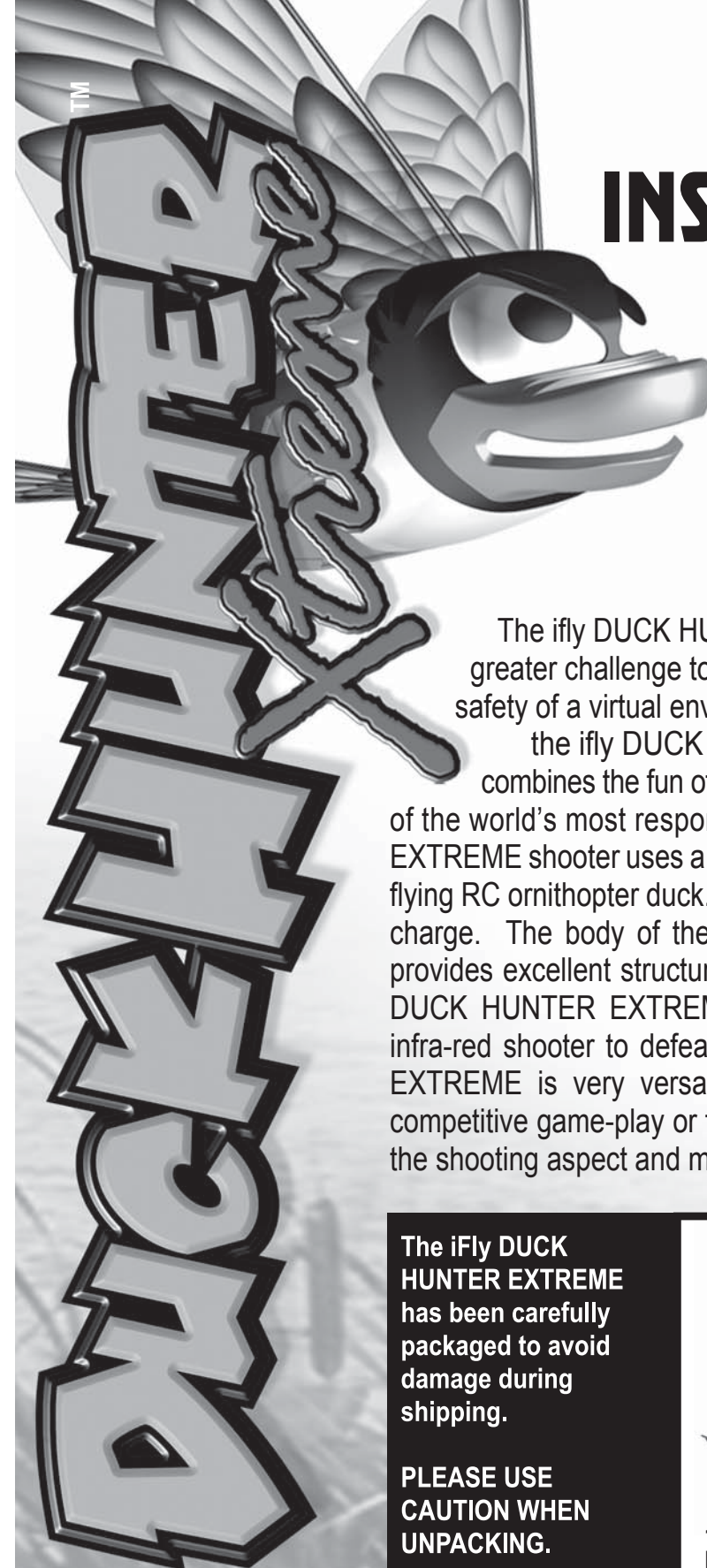
Limited 30-day warranty

Product is warranted by Interactive Toy Concepts Limited against manufacturing defects in material and workmanship under normal use for thirty (30) days from the date of purchase.

Warranty is validated upon receipt of proof or purchase and confirmation of UPC code.



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Patent Information: EU: EP1958681 US: US20080191100 Canada: CA2607358 Aus: AU2007231617
Products and colors may vary. MADE IN CHINA. INS-44030-90423-US



INSTRUCTION MANUAL

Congratulations on your purchase of the iFly DUCK HUNTER EXTREME

The iFly DUCK HUNTER EXTREME is a revolutionary new toy that brings a greater challenge to the learning experience of hunting a duck in the complete safety of a virtual environment. An evolution of the popular iFly DUCK HUNTER, the iFly DUCK HUNTER EXTREME is a 2 or more player game which combines the fun of hunting a virtual duck as well as radio controlled (RC) flight of the world's most responsive and reliable "ornithopter". The iFly DUCK HUNTER EXTREME shooter uses a narrow infra-red (IR) beam to shoot down a fully functional, flying RC ornithopter duck. The duck will fly for up to 10 minutes from a 20-30 minute charge. The body of the duck is made of an ultra-light and flexible foam which provides excellent structure and resistance to damage during hard falls. Fly the iFly DUCK HUNTER EXTREME indoors or outdoors. It takes 3 direct hits from the infra-red shooter to defeat the flying duck. As an activity, the iFly DUCK HUNTER EXTREME is very versatile. It is possible for two or more players to enjoy a competitive game-play or for one player to practice the RC flight of the duck without the shooting aspect and marvel at the flight of this patented mechanical device.

The iFly DUCK HUNTER EXTREME has been carefully packaged to avoid damage during shipping.

PLEASE USE CAUTION WHEN UNPACKING.



IMPORTANT BATTERY INFORMATION:

Do not mix old and new batteries, different types of batteries, standard carbon zinc, alkaline or rechargeable of different capacities. Rechargeable batteries are only to be charged under adult supervision. Please respect the correct polarity (-) or (+). Do not try to recharge non-rechargeable batteries. Do not throw batteries into the fire. Replace all batteries of the same type/brand at the same time. The supply terminals are not to be short-circuited. Remove exhausted batteries from the toy. Batteries should be replaced by adults. Remove batteries if the toy is not going to be played with for some time. The packaging should be kept since it contains important information.

