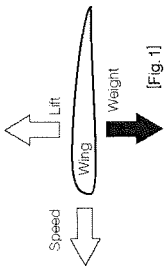


12. HOW THE KG FLYER FLIES



[Fig. 1]

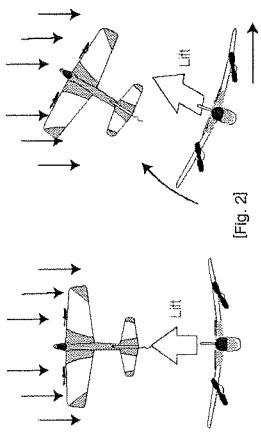
The KG Flyer flies using a pair of propellers.

Horizontal flight:

Flying objects have wings. As a wing moves through the air, "lift" will occur (see Fig. 1). Lift becomes stronger as speed increases. The KG Flyer will fly horizontally when the weight of the KG Flyer equals the lift.

Upward and downward flight:

The KG Flyer's propellers are spinning at the speed where the KG Flyer flies horizontally. When the control lever is pushed to the UP position, the propellers will spin faster and the KG Flyer flies faster. Increasing the lift will cause the plane to rise. When the control lever is pulled to the DOWN position, the propellers will spin slower, the KG Flyer's speed will decrease, causing weaker lift, and the KG Flyer will descend.



[Fig. 2]

Making a turn:

Both propellers spin at the same speed when the KG Flyer is flying straight. When the control lever is pushed to the right, the left propeller spins faster and the right propeller spins slower, causing a right turn, pushing the control lever to the left will cause the plane to turn left. (see Fig. 2).

13. TROUBLESHOOTING GUIDE

PROBLEM	CAUSE	SOLUTION
KG Flyer will not start	<ul style="list-style-type: none"> KG Flyer or controller are not turned ON KG Flyer not charged Controller not turned ON 	<ul style="list-style-type: none"> Turn plane and controller to the ON position. Charge for 3 to 4 minutes Set controller to ON
KG Flyer will not turn	<ul style="list-style-type: none"> Antenna not extended Winds are too strong KG Flyer antenna wire is twisted 	<ul style="list-style-type: none"> Fully extend controller antenna Do not fly in strong winds. Straighten antenna wire.
KG Flyer flying too low	<ul style="list-style-type: none"> Needs more power Batteries are drained Winds are too strong Batteries are drained 	<ul style="list-style-type: none"> Push control lever to up Replace the batteries Winds are too strong Replace the batteries
KG Flyer flying too high	<ul style="list-style-type: none"> Needs more power 	<ul style="list-style-type: none"> Push control lever to up

14. FCC REQUIREMENT

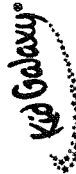
- This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:
 - This device may not cause harmful interference.
 - This device must accept any interference received, including interference that may cause undesired operation.
- Do not attempt to repair or modify this equipment. Changes or modifications not expressly approved by the party responsible for its compliance could void the user's authority to operate the equipment.

15. WARRANTY

This product is warranted against manufacturing defects in both material and workmanship for 60 days from the date of original purchase. Within this period, KID GALAXY U.S.A. CORPORATION will either repair or replace this product without charge for parts or labor. Do not attempt to repair or modify this equipment, as this may void your warranty.

IMPORTANT: PLEASE KEEP YOUR ORIGINAL SALES RECEIPT AS PROOF OF PURCHASE.

Without the required Proof of Purchase you may not be eligible for coverage under this Limited Warranty. If you have any problems with this product, please call Kid Galaxy Customer Service toll free at 1-800-816-1135. Our Customer Service Operator will provide you with the proper information and instructions to deal with your questions or problems with this product. The decision whether to either repair or replace this product is at the sole option of Kid Galaxy U.S.A. Corporation. This warranty does NOT cover damage or failure caused by or attributable to Acts of God, abuse, misuse, improper or abnormal usage, or any repairs (other than those provided by Kid Galaxy U.S.A. Corporation) or shipping costs incurred in transporting this product to Kid Galaxy U.S.A. Corporation. Some states do not allow the limitation or exclusion of incidental or consequential damages and some states do not allow limitation or exclusion of implied warranties; therefore the aforesaid limitation(s) or exclusions may not apply to the purchaser. This warranty gives you specific legal rights and you may have other rights which vary from state to state. This Limited Warranty is VOID if this product is purchased outside of either the U.S.A. or Canada.



Manufactured for Kid Galaxy, Inc.
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All Rights Reserved. Patent Pending.
MADE IN CHINA

Customer Service
1-800-816-1135



BATTERIES REQUIRED: 6 x "AA", 1 x "9v" (sold separately)

Full charge will take approximately 4 minutes.

WARNING! Always use under direct adult supervision. For use with ages 8 and up. Please read instruction booklet carefully before operating KG Flyer. Please keep instruction booklet and display box for future reference.

1-800-816-1135

PLEASE DO NOT TAKE YOUR PRODUCT TO THE STORE.

Call our Customer Service: Kid Galaxy Customer Service, Toll free at 1-800-816-1135

1. WARNINGS

PLEASE READ THIS CAREFULLY BEFORE USING.

- Please play in an open field. Do not play near or on a road or railway, near buildings, trees or overhead power cables or near other people. Please confirm your play area is safe before using.
- If the KG Flyer is caught on a building, tree or power cable, do not climb to retrieve it. Please ask an adult to notify the owner of the building, tree or power cable as there may be an electric current present.
- When you are flying the KG Flyer, keep it in your sight. Make sure people nearby know you are flying your KG Flyer.
- Keep your body, fingers, face, clothing and hair away from the moving propellers.
- It is recommended that children should be under adult supervision when they are playing with the KG Flyer.
- There are small parts included in this product. Do not put any of the parts in your mouth.
- Keep away from children under eight years old.
- Do not touch the metal part on the battery charger with your finger, body or any metal object. It may cause excessive heat, battery leakage or explosion.
- This product is for outdoor use only. Do not use indoors.

The improper use of the rechargeable cell(non-removable) within the plane may cause excessive heat, cell leakage, explosion, damage the product and the surrounding objects, or lead to injury. Please read the instructions below :

- Do not charge without fully discharging the KG Flyer. Repeated overcharging can lead to deterioration in battery performance.
- Never touch the metal contact part with a metal object.
- This may cause a shock and can be dangerous.
- Stop use when it becomes wet. Moisture may cause a short circuit and can be dangerous.
- Keep away from water or fire. Do not disassemble or solder the product.
- Keep away from fire or hot and/or humid environments
- Do not use any electricity source other than the charger included in this package. Other charging sources may cause damage or lead to injury.

The improper use of the controller batteries may cause

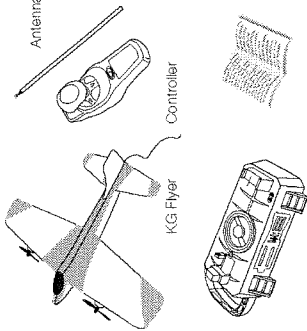
excessive heat, battery leakage, explosion and damage or lead to injury. Please read the instructions below.

- Only use "AA" alkaline batteries.
- Never use rechargeable batteries in the charger or the controller.
- Do not mix old and new batteries.
- Turn off the power when installing or replacing the batteries.
- Please install the batteries with the correct polarity, as indicated by the +/- signs.
- Remove the batteries when the product is not in use.
- Do not short circuit or disassemble. Keep away from fire.
- If any batteries you are using start to leak, carefully remove them without letting them contact any part of the body, properly dispose of batteries and replace with fresh batteries.

Other cautions when using the KG Flyer and the controller

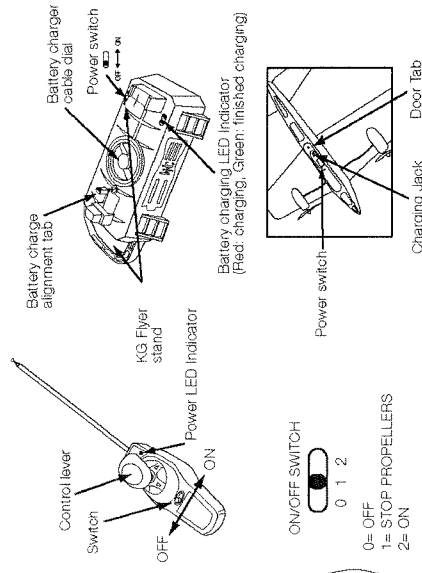
- When other radio controlled products with the same frequency are used nearby, this may cause interference and the KG Flyer may not fly. (When the propellers on the KG Flyer spin erratically, this may be evidence of frequency interference.)
- Do not bend, tear, strongly hit or drop the plane, charger, antenna shaft or antenna wire.
- Do not put any object onto the stem of the propellers.
- Do not start the KG Flyer when the propellers are unable to move freely.
- When any of the propellers are broken or missing, do not fly the KG Flyer.
- Do not expose to or drop in water! If the KG Flyer or the controller are exposed to water turn off the power at once (taking care not to touch your skin) and do not touch the KG Flyer until it is completely dried out.
- Striking any part of the plane while the KG Flyer is being charged may damage the connector.
- When the charge is done, remove the KG Flyer from the charger. Do not place anything on top of your KG Flyer. Do not leave your KG Flyer upside down resting on its wing tips. If you do either of these, they may cause the foam to deform and the wings to become distorted. If this happens, your KG Flyer may not fly. To preserve the life of your KG Flyer, be careful to store the KG Flyer in a safe place with nothing resting on it, and never store the KG Flyer in an upside down position.

2. CONTENTS

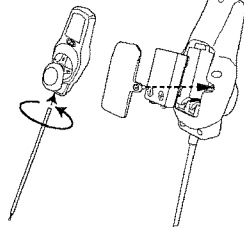


Battery Charger
 Batteries required:
 6 x "AA", 1 x "9v" (sold separately)
 Full charge will take 4 minutes.

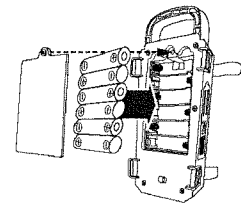
3. NAME OF THE PARTS



4. HOW TO ATTACH THE ANTENNA/INSERTING THE BATTERIES



How to attach the antenna
 Insert the antenna into the top of the controller and turn clockwise until tight.

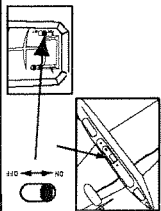


How to insert the batteries into the battery charger

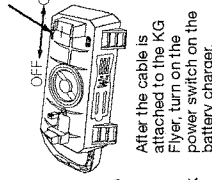
- Use a Phillips screwdriver to open the battery box cover.
- Insert 6 x "AA" batteries in the battery aligned to the (+) (-) signs as indicated.
- Replace cover and tighten snugly using screwdriver.

- Use a Phillips screwdriver to open the battery box cover.
- Insert one 9 volt battery, aligned to the (+) (-) signs as indicated.
- Replace cover and tighten snugly using screwdriver.

5. HOW TO CHARGE THE KG FLYER



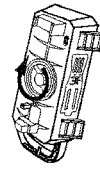
Turn the power switch to off position on both the KG Flyer and the charger. If either is turned on, the KG Flyer will not charge.



After the cable is attached to the KG Flyer, turn on the power switch on the battery charger.

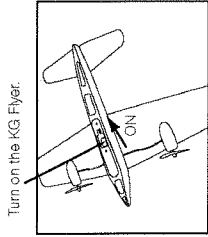


Place the KG Flyer on the stand. During charging, the Red LED will be lit. Once the LED turns Green, charging is finished.

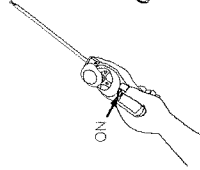


After charging is finished, remove the cable from the KG Flyer and wrap around charge cable dial.

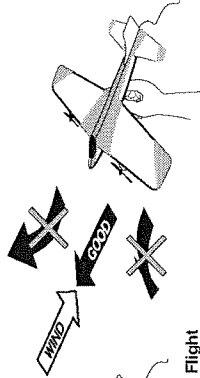
7. HOW TO USE YOUR RC KG FLYER



Turn on the KG Flyer.



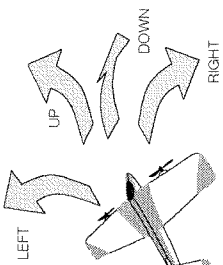
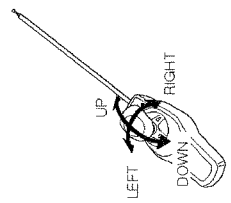
Extend the antenna of the controller and turn on the controller, (the controller power indicator will glow red). Holding the KG Flyer by its body and facing away from any person or obstacle, push the control lever forwards. The propellers will start to spin.



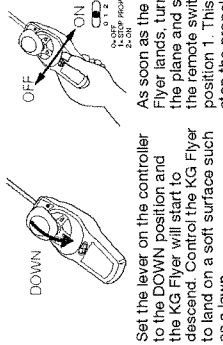
Flight

- Aiming the KG Flyer into the wind, throw it horizontally gently.
- Ensure that the KG Flyer antenna wire is straight and not bent.

8. HOW TO MANEUVER THE CONTROLLER

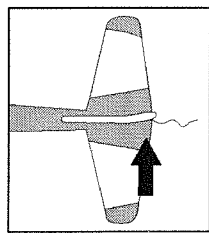


9. LANDING

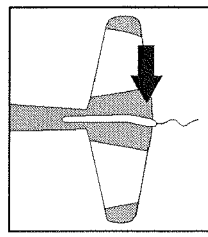


As soon as the KG Flyer lands, turn off the DOWN position and slide the remote switch to position 1. This will stop the propellers.

10. REPAIR



Bending to the left

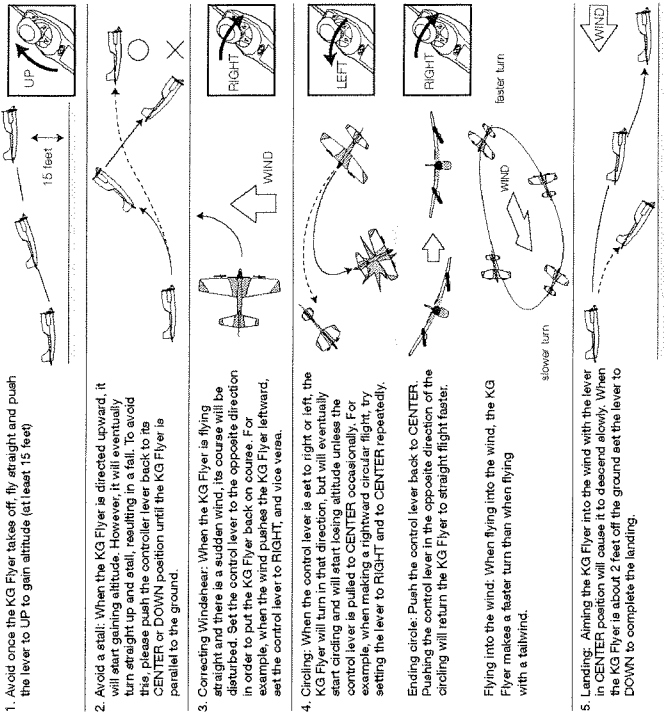


Bending to the right

If your KG Flyer develops a tendency to fly too far to the right or left, delicately bend the tail of the KG Flyer to even out flight.

If your KG Flyer gets torn or damaged, repair it using adhesive tape.

11. HOW TO FLY



- Avoidance: Once the KG Flyer takes off, fly straight and push the lever to UP to gain altitude (at least 15 feet).
- Avoid a stall: When the KG Flyer is directed upward, it will lose altitude. However, if you turn straight up and stall, resulting in a fall. To avoid this, please push the controller lever back to its CENTER or DOWN position until the KG Flyer is parallel to the ground.
- Correcting Windhear: When the KG Flyer is flying straight and there is a sudden wind, its course will be disturbed. Set the control lever to the opposite direction in order to put the KG Flyer back on course. For example, when the wind pushes the KG Flyer leftward, set the control lever to RIGHT, and vice versa.
- Circling: When the control lever is set to right or left, the KG Flyer will turn in that direction, but will eventually start circling and will start losing altitude unless the control lever is pulled to CENTER occasionally. For example, when making a rightward circular flight, by setting the lever to RIGHT and to CENTER repeatedly.
- Ending circle: Push the control lever back to CENTER. Pushing the control lever in the opposite direction of the circling will return the KG Flyer to straight flight faster.
- Flying into the wind: When flying into the wind, the KG Flyer makes a faster turn than when flying with a tailwind.
- Landing: Aiming the KG Flyer into the wind with the lever in CENTER position will cause it to descend slowly. When the KG Flyer is about 2 feet off the ground set the lever to DOWN to complete the landing.

6. CAUTION

- Play in an open field where there are no obstacles such as buildings, trees or power cables, and where there are no people, animals or vehicles. DO NOT play near power cables, railways or roads. It is recommended to play on grass, as this will reduce the impact of a fall or a normal landing.
- Play on clear or partly cloudy days where there is no strong wind, as this will cause difficulty in maneuvering. DO NOT play when it is raining, snowing, thundering, or in strong wind or other bad weather conditions. DO NOT play when the outside temperature is below 45 degree Fahrenheit.

