

R/C CONTROL . READY TO FLY!

Hyper Flyer



BATTERIES REQUIRED: 10 x "C", 1 x "9V" (sold separately)

Full charge will take approximately 5 min 30 sec.

WARNING! Always use under direct adult supervision. For use with ages 8 and up.

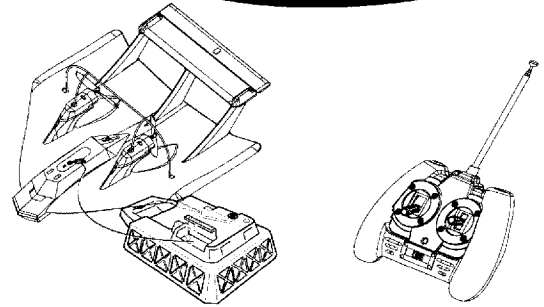
Please read instruction booklet carefully before operating Hyper Flyer.

Please keep instruction booklet and display box for future reference.

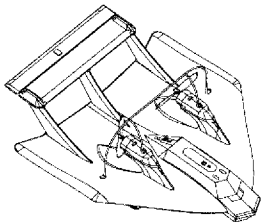
Any Questions:

PLEASE DO NOT TAKE YOUR PRODUCT TO THE STORE.

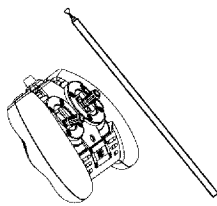
Call our Customer Service: Kid Galaxy Customer Service, Toll free at 1-800-816-1135



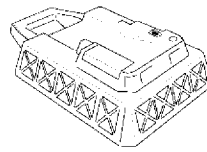
1. CONTENTS



Hyper Flyer



Controller



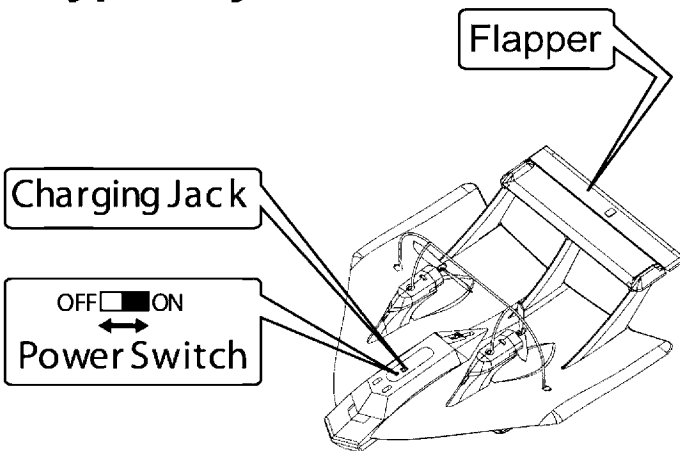
Battery Charger



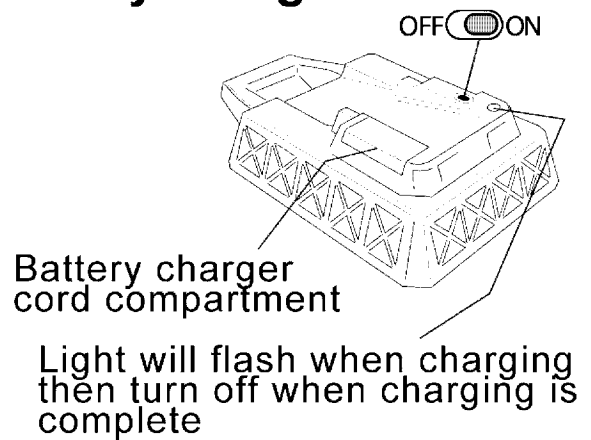
Instruction Manual

2. DESCRIPTION OF PARTS

Hyper Flyer

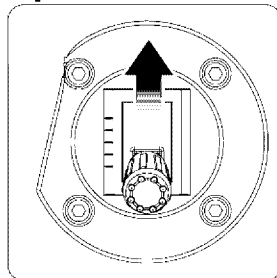


Battery charger

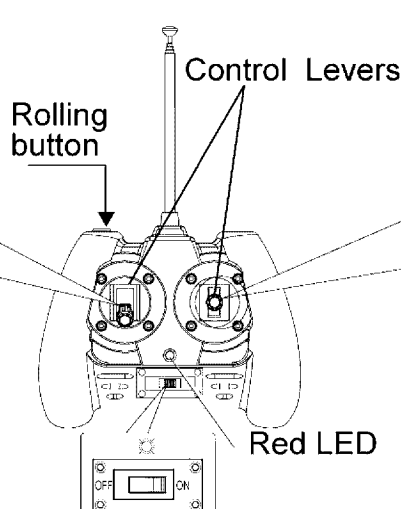
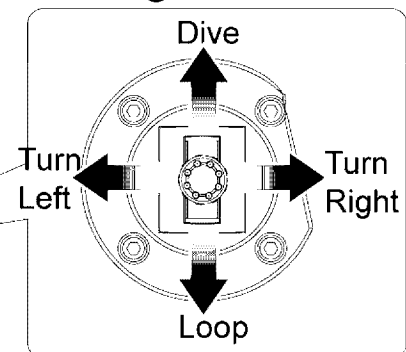


Controller

Speed Lever

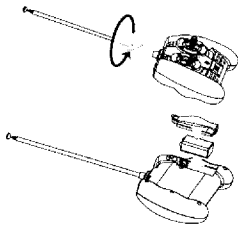


Steering Lever



3. PREPARATION FOR FLIGHT

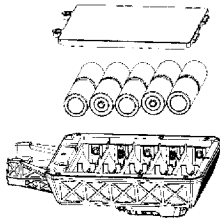
A. Attach antenna and load battery in controller



Insert and screw the antenna into the top of controller.

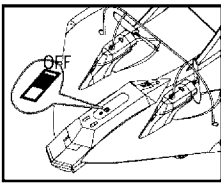
- Use a Phillip's screwdriver to unscrew the battery box cover.
- Insert a 9 volt battery, aligned to the (+), (-) signs as indicated in the battery compartment.
- Replace the battery box cover and tighten screw

B. Load batteries in Flyer charger

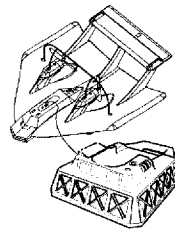


- Use a Phillip's screwdriver to unscrew the battery box cover.
- Insert 10 x "C" batteries, aligned to the (+), (-) signs as indicated in the battery compartment.
- Replace the battery box cover and tighten screw

C. Charge the Hyper Flyer



Turn the power switch to off position on the Hyper Flyer. **If Hyper Flyer is turned on, it will not charge.**



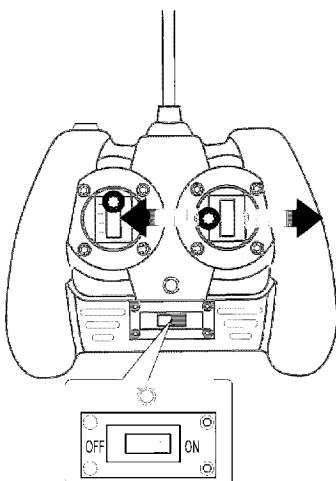
Charging time is about 5 minutes.

4. OPERATE THE HYPER FLYER

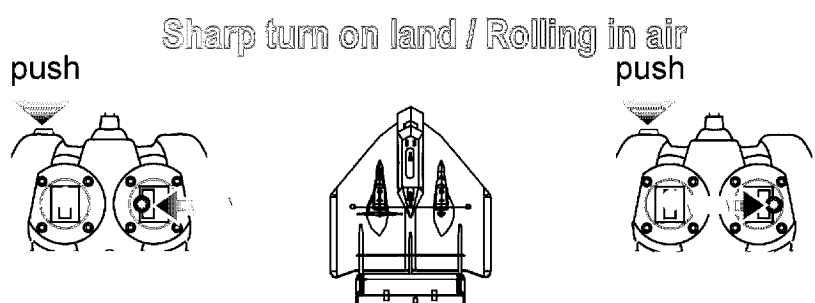
A. Steering and stunt command

Running on ground

The speed lever should be in central position to keep Hyper Flyer running on ground. Press "sharp turn" button and then shift the steering lever for right or left turning on ground or it will turn at big radius.



Normal turn



Sharp turn on land / Rolling in air

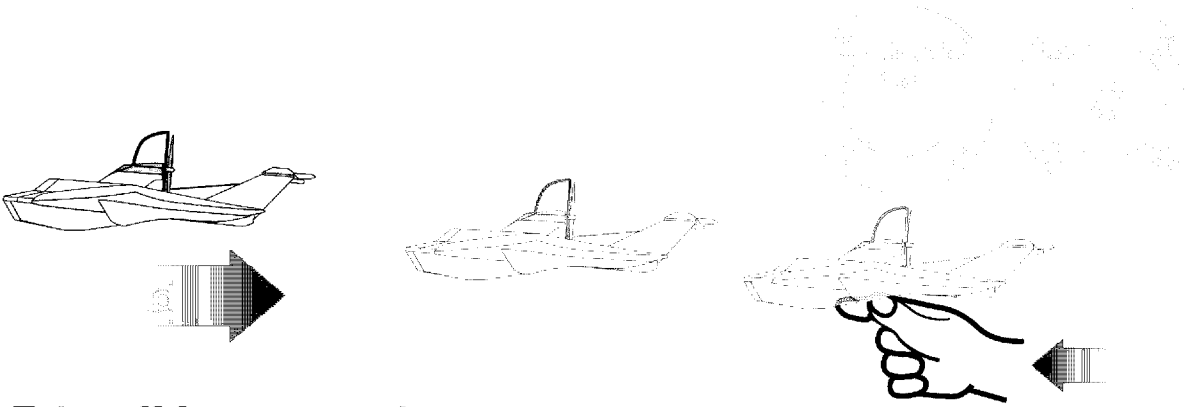
push

push

B. The Hyper Flyer can be launched by hand or take off from ground.

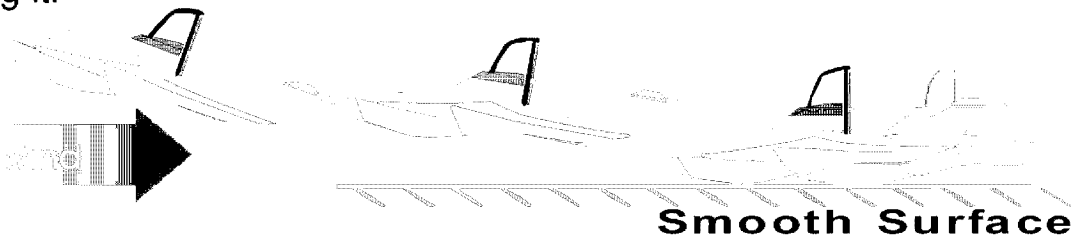
Launch by hand

When launched by hand: Shift the speed lever of the controller to the top for full speed of the propellers, then throw flyer gently and horizontally against the wind. Let it fly for a few seconds straight to gain altitude before maneuvering.



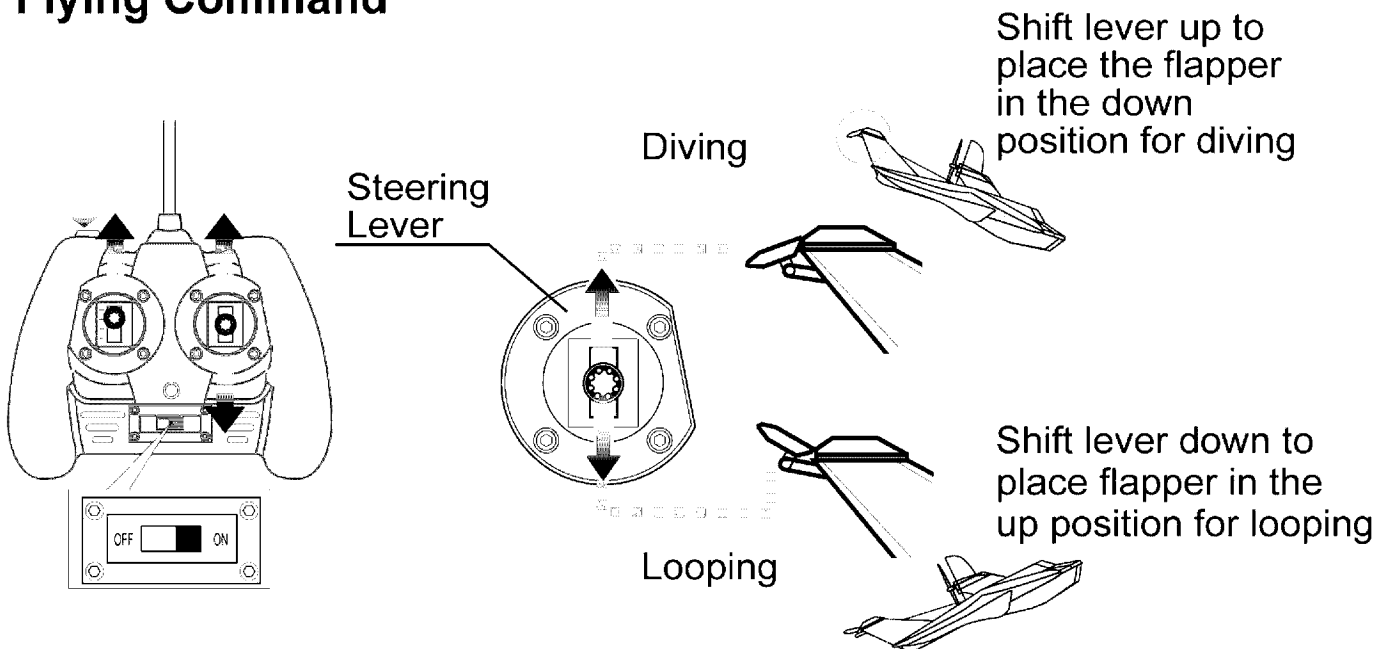
Take off from ground

Place the Hyper Flyer on a flat surface, (E.g.:sand, asphalt, cement). Avoid grass or rough surface. Shift the speed lever of the controller to the up position for taking off speed, Hyper Flyer will begin to run on ground. Be sure it is running against wind direction. It will take off after running for about 27 ft. (The minimum runway should be 35 ft long). Let it fly for a few seconds straight before maneuvering it.



WARNING: Avoid shifting steering lever during take off, the Flyer may get crushed.

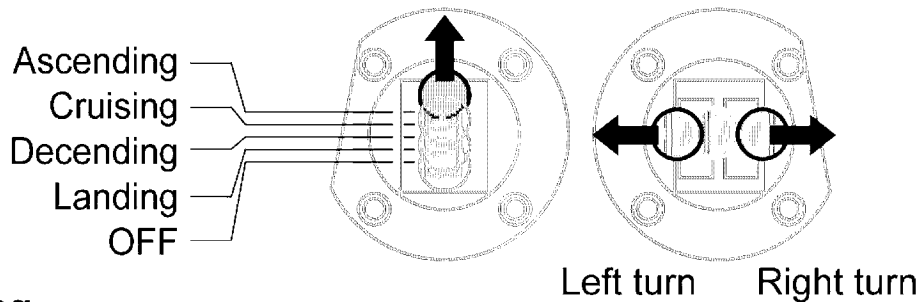
C. Flying Command



D. Maneuvering the Hyper Flyer

Normal flight

Shift both the speed and steering levers simultaneously for desired flight.

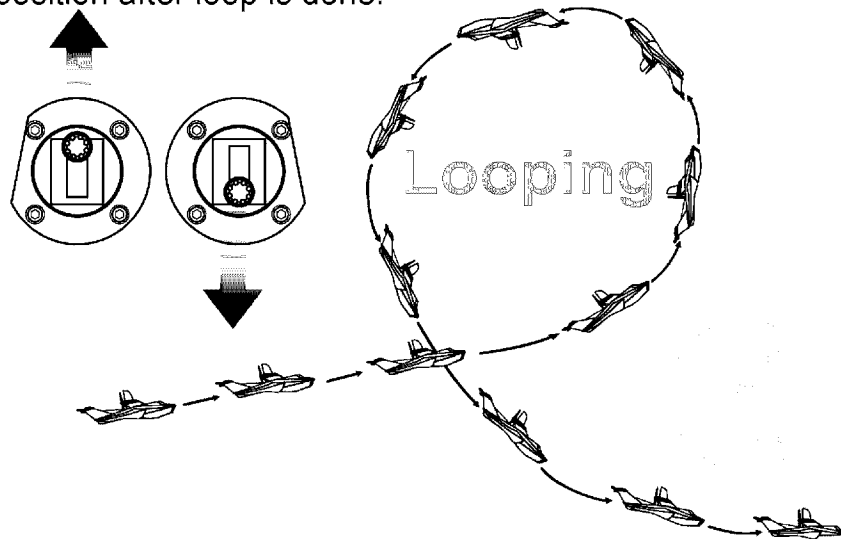


Gliding

When the Hyper Flyer is at good altitude (about 50 feet), user can turn off propellers by shifted Speed Lever to down most (OFF) position, Hyper Flyer can be maneuvered to left or right turn by pulse motion on the steering lever, with the gliding effect, flight time can be extended.

Looping in air

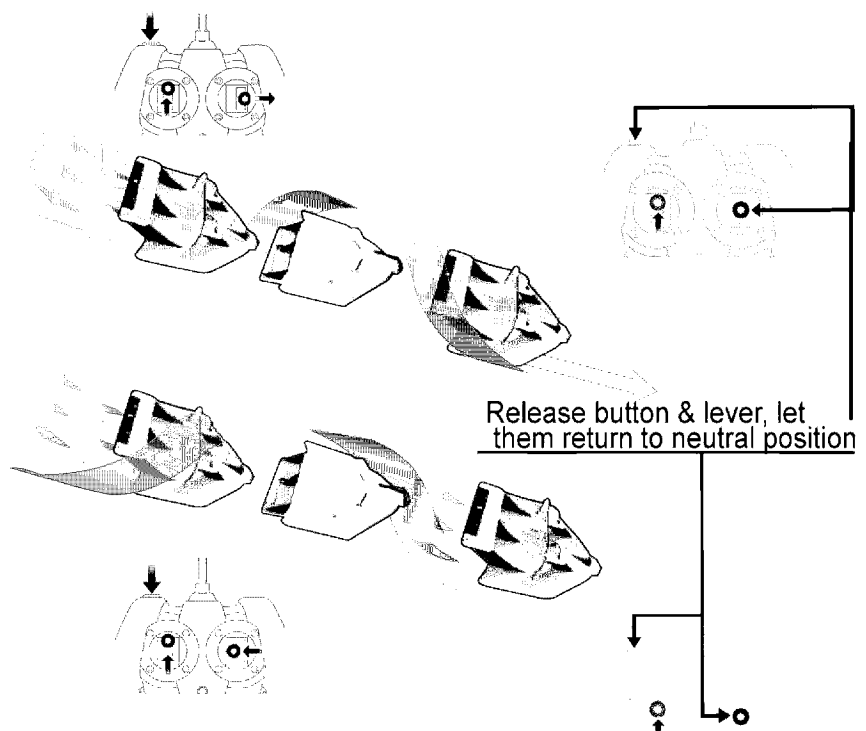
When the Hyper Flyer is at a good altitude (about 50 feet), Shift the speed lever to top position and then shift the steering lever to the down position. Release steering lever to its neutral position after loop is done.



Rolling in air

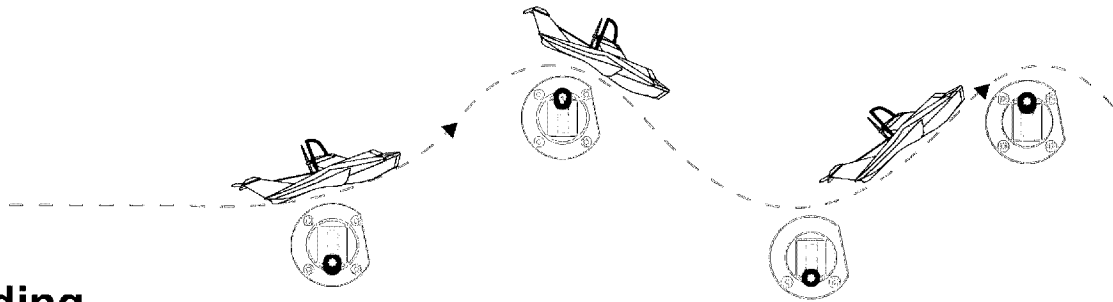
When the Hyper Flyer is at a good altitude (about 50 feet), press down the rolling button, then shift the steering lever, to right for clockwise roll, to left for counter-clockwise roll.

"The Hyper Flyer loses altitude at rolling, **do not make continuous rolling**"



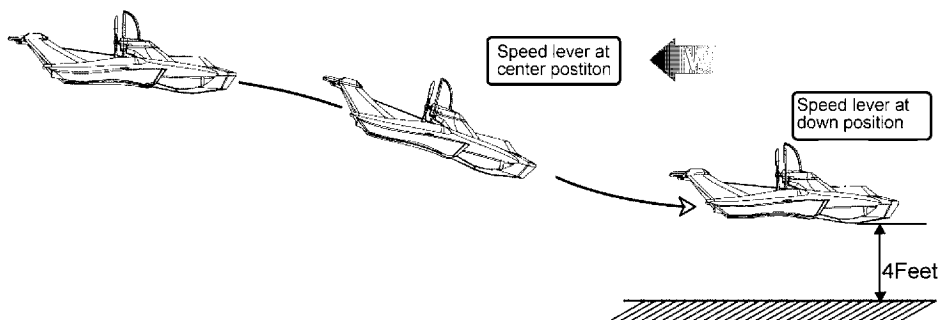
Wavy flight pattern

Keep the Flyer at ascending or cruising speed, shift the steering lever to dive and loop position alternatively with short intervals.



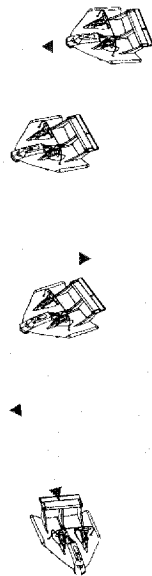
E. Landing

Aim the Hyper Flyer into the wind direction with the speed lever shifted downward for flight descending. When the Hyper Flyer is about 4 feet above ground shift speed lever to the down most position (turn off propellers) for landing.

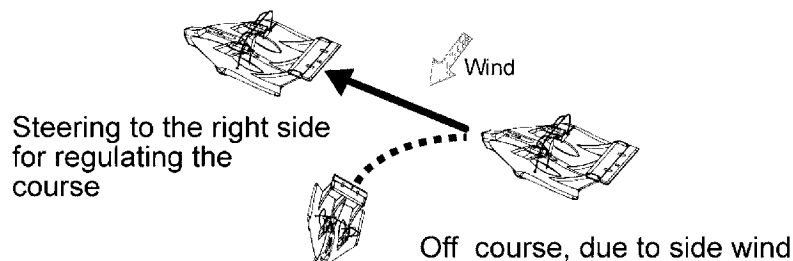


5. SOME TIPS FOR MANEUVERING THE HYPER FLYER

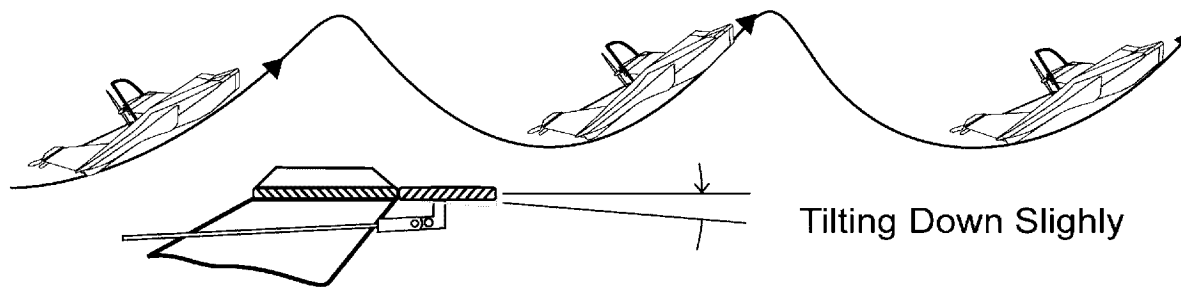
- Using “pulse motion” the steering lever at the turning position for steady turning effect. Never push and keep the lever at the turning position or the Hyper Flyer will spiral circle down, losing its altitude and crushing.
- Ending circling, shift the steering lever to the opposite side of the circling direction with pulse motion and then shift the lever at its central position.
- When flying into the wind, the Hyper Flyer makes a faster turn as well as climbs faster than when flying with tailwind.



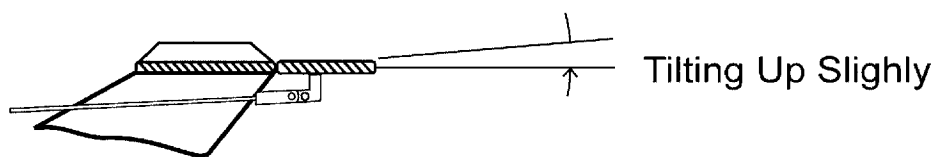
- Correcting wind-shear:
When the Hyper Flyer is flying straight a sudden side wind will disturb its course. Pulse the steering lever to the same direction of wind to put the Hyper Flyer back on the course. For example, when the right hand side wind pushes the Hyper Flyer leftward, pulse the steering lever for right turning, and so does for the left hand side wind.



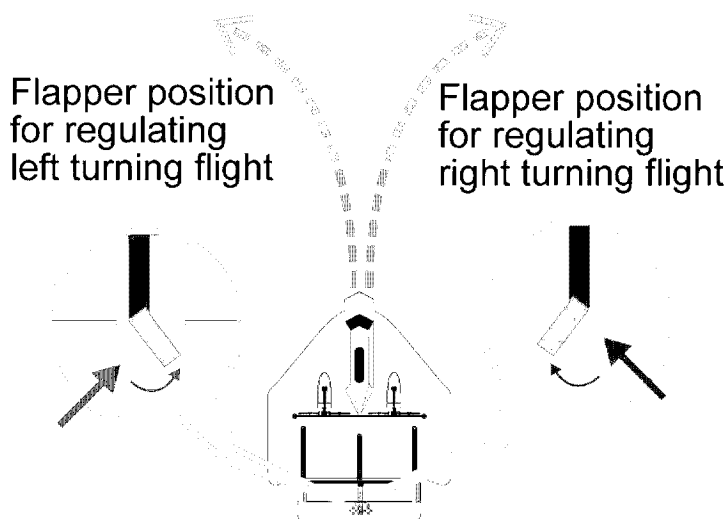
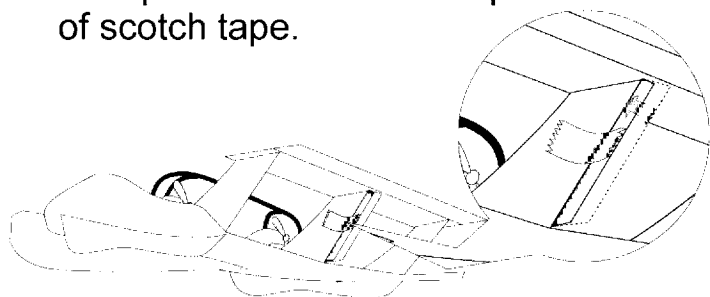
- **Wavy flight pattern:**
If the Hyper Flyer flies like waves at normal flight, reset the flapper tilting down slightly by shortening the pushrod.



- **In effective climbing throttle**
If the Hyper Flyer does not climb at full throttle effectively even after battery flashly charged, reset the flapper tilting up slightly by lengthen the rushrod, see section C of **“PREPARATION FOR FLIGHT”**, for flapper adjustment.

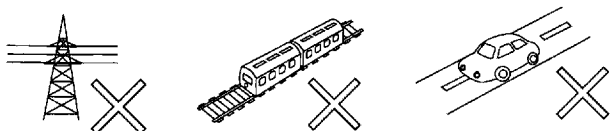


- **Regulating for straight course**
The fliper may have turning tendency during launch and normal flight, it can be regulating by bending the flapper of the vertical stabilizer and fix its bent position with a shont piece of scotch tape.

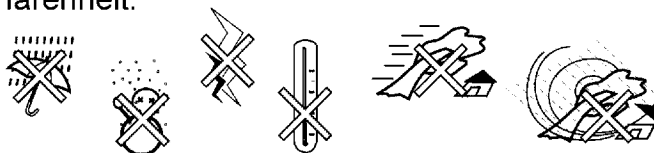


6. CAUTION

- ① 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 of a normal landing.



- ② 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 farenheit.



7. WARNING

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 Hyper 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 Hyper Flyer, keep it in your sight. Make sure people nearby know you are flying your Hyper 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 Hyper 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-removeable) 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 Hyper 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 Hyper Flyer and the controller
- When other radio controlled products with the same frequency are used nearby, this may cause interference and the Hyper Flyer may not fly. (When the propellers on the Hyper 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 Hyper Flyer when the propellers are unable to move freely.
 - When any of the propellers are broken or missing, do not fly the Hyper Flyer.
 - Do not expose to or drop in water!! If the Hyper 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 Hyper Flyer until it is completely dried out.
 - Striking any part of the plane while the Hyper Flyer is being charged may damage the connector.
 - When the charge is done, remove the Hyper Flyer from the charger.
 - Do not place anything on top of your Hyper Flyer Do not leave your Hyper 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 Hyper Flyer may not fly. To preserve the life of your Hyper Flyer, be careful to store the Hyper Flyer in a safe place with nothing resting on it, and never store the Hyper Flyer in an upside down position.

8. FCC REQUIREMENT

1. 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.
2. THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER AUTHORITY TO OPERATE THE EQUIPMENT

9. 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.



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MADE IN CHINA

Customer Service
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