

## #8201 Air Force Xtreme

### Aircraft – Features & Functions

- **ON/OFF Switch** - is located on the bottom of the aircraft.
- **Charging Port** - is located next to the ON/OFF switch.
- **Antenna Wire** - runs along the bottom of the aircraft
- Aircraft goes **FORWARD, UP, LEFT & RIGHT**

### Transmitter - Features & Functions

- **ON/OFF Switch** - Turn ON/OFF switch to the ON position and the green Power Indicator Light will go on.
- **Left Joystick UP** – Controls the Propellers
- **Right Joystick Left** – Aircraft turns LEFT
- **Right Joystick Right** – Aircraft turns RIGHT
- **“Speed UP” Button** – Press and hold for a boost in altitude
- **Charging Status Light** - glows red when aircraft is charging.
- **Charging Cord** – Pull out of the back of the transmitter to charge aircraft.

### Transmitter Battery Installation:

- Remove the Battery Compartment Cover (which is located on the back of the transmitter).
- Insert 6 “AA” batteries (included). Be sure the (+) and (-) are properly matched.
- Replace the Battery Compartment Cover.

### Charging The Aircraft

- Make sure that both the aircraft and the transmitter’s ON/OFF switches are in the OFF position prior to charging.
- Locate the Charging Port on the underside of the aircraft.
- Locate the Charging Cord on the back of the transmitter.
- Pull the Charging Cord out and connect it to the Charging Port (making sure the arrow on the Charging Cord is facing the same direction as the arrow on the Charging Port).
- The red “Charging Status Light” light on the transmitter will turn on while the aircraft is charging.
- The charge is complete when the red “Charging Status Light” light turns off (approximate charge time is 20 – 30 minutes).
- Disconnect the charging Cord from the Charging Port when charging is complete.

### Before Flying:

- Insert fresh alkaline batteries into the Transmitter Battery Compartment (as described above)
- Charge Aircraft (as described above)
- Insert antenna and turn clockwise until securely fastened.
- Raise Transmitter antenna
- Move ON/OFF switch to the ON position.

### To Fly:

- Hold the aircraft in one hand and the Transmitter in the other hand.
- Push the Left Joystick on the Transmitter UP to start the aircraft’s propellers.
- Launch the aircraft by gently throwing it forward in a smooth motion.
- Keep the Left Joystick in the UP position.
- Immediately after launching the aircraft, press and hold the “Speed Up” button to begin gaining altitude.
- When the aircraft maintains steady flight, release the Speed Up button.
- If the aircraft begins to lose altitude, press the Speed Up button again. This will take you higher in the air.

### Turning:

- Once steady flight is maintained, gently move the Right Joystick in the direction you would like to turn (Left or Right).

**Launching and Flying becomes easier the more you practise.**

**Notes:**

1. Do not operate in heavy winds
2. Do not operate aircraft where there are many trees or overhead wires. This could damage or impair the propeller
3. Do not operate outdoors during thunderstorms.
4. When lifting the aircraft, be sure to hold the body securely.

**CAUTION**

- Never put your fingers close to the propeller when the aircraft is turned on. The spinning propeller is extremely dangerous.
- Do not recharge aircraft if it is hot or warm to the touch. Allow internal battery to cool before recharging. Recharging a hot or warm battery will shorten its life.
- Always disconnect the Charging Cord from the aircraft before flying.
- Always remove batteries from Battery Compartment when not in use.
- Dispose of alkaline batteries properly.
- Do not attempt to disassemble aircraft or transmitter.
- Do not use Battery Charger for any use other than instructed herein (charger is for use with this product only).
- Do not use any other charger with this product as this may result in damage to the aircraft's battery and electronics.
- Never use chemicals (including benzene, alcohol or thinner) to clean.

**Notes:**

1. Operate the vehicle within 100 feet (30 meters) range.
2. Switch off the toy when not in use.
3. Remove all batteries when not in use for long periods.
4. If the vehicle is not functioning properly, replace the batteries.
5. Adult supervision recommended.
6. Please remove all packaging attachments before giving this toy to your child.
7. Do not insert the antenna wire into electrical socket outlets.

The performance of this toy may be affected by strong environmental disturbance or interference.

This product will not perform normally in a strong electrostatic environment.

**We wish you many happy hours of pleasure with your New Bright toy.**

**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.

**F.C.C. CAUTION:**

The manufacturer is not responsible for radio interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.



**NEW BRIGHT**  
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