

### Limited Ninety-Day Warranty

RadioShack warrants this product against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store.

RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products, on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period. This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights, which vary, from state to state.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

We Service What We Sell

03/01

2001 Tandy Corporation.

All Rights Reserved.

RadioShack is a registered trademark used by Tandy Corporation.

Cat. No. 60-4288

Surf Monster

Your RadioShack Surf Monster can make you a winner! Built to 1/5 scale, your Surf Monster can reach speeds up to 180 feet per minute.

NOTE: The Surf Monster is not designed to be used in oceans, rivers, lakes, or streams. For the best results, use the Surf Monster in a pool.

You need these item (not supplied) to power your Surf Monster

- \* One 9.6V Battery Pack for the Surfboard
- \* One 9V battery for the transmitter

#### FCC NOTICE

Your Surf Monster or its transmitter might cause TV or radio interference even when it is operating properly. To determine whether your Surf Monster or its transmitter is causing the interference, release the transmitter's control levers and turn off your Surf Monster. If the interference goes away, your Surf Monster or its transmitter is causing it. Try to eliminate the interference by:

Moving your Surf Monster and its transmitter away from the TV or radio  
contacting your local RadioShack store for help

If you cannot eliminate the interference, the FCC requires that you stop using your Surf Monster and transmitter.

Changes or modifications to this product not expressly approved by RadioShack, or operation of this product in any way other than as detailed by the owner's manual, could void your authority to operate this product.

## INSTALLING BATTERIES

**WARNING:** Dispose of batteries promptly and properly; do not bury or burn them.

### Cautions:

Use only fresh batteries of the required size and recommended type.

Never leave dead or weak batteries in the Surf Monster or the transmitter.

If you will not be using the surfboard for a week or more, remove the batteries from both the transmitter and the surfboard. Batteries can leak chemicals that can damage electronic parts.

### In the Transmitter

The transmitter requires one 9V battery. For the best performance and longest life, we recommend a RadioShack alkaline battery.

1. Slide the battery compartment in the direction of the arrow to remove it.
2. Put the battery in the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the cover and press it down to snap it shut.

When the transmitter's range decreases, replace its battery.

### In the Surfboard

Your Surf Monster requires one 9.6V battery pack for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

Follow these steps to install the Surf Monster's battery pack

1. Press the surfboard's ON/OFF switch to turn the surfboard off.
2. Plug the battery pack connector into the connector found inside the battery compartment.
3. Carefully tuck the wire into the compartment recess and insert the battery pack So that it lies flat in the compartment.
4. Replace the battery compartment cover and tighten the screws to secure the battery compartment cover.

## NOTES:

Since the battery compartment cover with a surfer is packed separately, so the consumer makes sure the compartment is fixed on the body of the surfboard before playing the Surf Monster.

If the Surf Monster moves slowly or not at all, replace the Surf Monster's batteries.

## DRIVING THE SURF MONSTER

### Warning:

- Do not use your surfboard in strong currents, in salt water or in any body of water with large waves.
- Never touch the propeller while it is spinning, and never put your fingers near the propeller when the surfboard is turned on.
- Never play outside during thunderstorms.
- Never play with your surfboard in strong winds.
- When the surfboard goes outside the transmitter's control range, it stops. Hold the transmitter as high as possible with the antenna vertical to try to re-establish contact. If you cannot, you must move closer to the surfboard to control it again, but be careful not to wade into deep water or strong currents.

1. Slide ON/OFF on the top of the Surf Monster to ON and put the surfboard in the water.
2. Use the transmitter's control levers to move and steer the Surf Monster.

### Left Control Lever

- Push forward to move forward
- Pull back to move backward
- Release to stop

### Right Control Lever

- Push left to turn left
- Push right to turn right
- Release to go straight

Caution:

Keep the Surf Monster away from grass growing in the water and other debris that could cause propeller damage. These items can jam the Surf Monster's propeller and stop the surfboard.

Notes:

The right control lever will only turn the Surf Monster when you are using the left control lever to move the boat forward or backward.

When the batteries begin to lose power, the surfboard slows down. So you don't lose your Surf Monster, guide the surfboard to shore as soon as you notice it slowing down.

4. When you finish playing, take the surfboard out of the water and slide the surfboard's ON/OFF switch to turn OFF the surfboard.
5. Dry the surfboard thoroughly before you store it. Take the surfboard's battery compartment apart while it is in storage to allow moisture to evaporate.

Caution:

Do not leave your surfboard in the water when you finish playing. Water might seep into the hull and damage electronic parts.

## HELPFUL HINTS

Running your surfboard continuously for long periods generates high heat levels. Heat causes the most wear and tear on the motor. To keep heat levels down, when your surfboard's batteries run down, let the surfboard cool at least 10 minutes before installing new batteries.

If the Surf Monster slows and you have installed fresh batteries, check the propeller mechanism for debris.

If someone uses a CB nearby, it might interfere with control of the Surf Monster. If this happens, move the Surf Monster and its transmitter away from the CB.

You cannot operate your Surf Monster near devices with transmitters that use the same frequency (27 MHz).

## CARE

To enjoy your RadioShack Surf Monster for a long time:

Never play with the Surf Monster in salt water, doing so might rust the Surf Monster's parts.

Do not expose the surfboard to temperature extremes.

Wipe the surfboard clean with a dry towel after playing. Do not use chemicals as they can damage the body.

Do not leave the surfboard or transmitter outside overnight. Dampness can damage their electronic circuits.

Modifying or tampering with the Surf Monster's or the transmitter's internal components can cause a malfunction, invalidate the warranty and void your FCC authorization to operate the surfboard. If the Surf Monster does not work properly, take them to your local RadioShack store for assistance.

## USER-REPLACEABLE PARTS

You can order replacement parts for your surfboard at your local RadioShack store. Simply identify the part you need from the exploded view, then find the part number in the chart below.