



## OPERATING INSTRUCTION

### ATTENTION PARENTS:

- It is recommended that this toy and all accessories be periodically examined for potential hazards and that any potential hazardous parts be repaired or replaced.
- Children should be made aware of potential danger associated with playing near water.

### BATTERY INSTALLATION: BATTERY LOADING

- Plug the wall pack battery charger into wall outlet (See Diagram 1).
- Click the battery pack into the charger. Make certain the battery pack is secure in charger.
- To disconnect, push the button of the charger (See Diagram 1) and simultaneously slide battery pack out.
- Allow about 2 hours for full-charge. The green LED indicator will be flashing continuously when charging is in process.
- The charging is completed when the green LED indicator stops flashing and stays on. Then unplug the charger and disconnect the battery pack from charger.
- After charging for 2 hours, the battery will be warm. This condition is normal for fully charged batteries.
- If the speed of the car slows down suddenly, it is time to recharge.
- After use, the battery pack will be hot! Wait at least 20 minutes until it cools before recharging. Recharging a warm or hot battery pack will greatly shorten the battery life.

### CAUTION

- To avoid damage and personal injury, use only the supplied battery charger to charge the battery pack.
- After playing, wait at least 20 minutes to let the battery pack cool before recharging it.

### BATTERY NOTES

- Use only fresh batteries of the required size and recommended type. Do not mix old and new batteries or batteries of different capacities, types, or chemistries.
- Dispose of the old batteries promptly and properly. Do not burn or bury them.
- Do not disassemble the charger and battery pack. Incorrect assembly can result in risk of electric shock or fire.
- If you do not plan to use the boat for a week or longer, remove the batteries from the controller and the boat.
- Batteries should NEVER be left unattended while charging. Only adults should charge the batteries. Use caution when using the charger to avoid electric shock.

### INSTALL BATTERIES IN THE BOAT

- Turn the rear latch to release and remove the cabin cover (See Diagram 2).
- Turn off the boat.
- To install the battery pack, open the battery hatch latches and remove the hatch (See Diagram 3). Insert the 9.6 V battery pack into the battery socket (See Diagram 4). Make sure you fit the battery and battery cables neatly inside, before you replace the hatch securely.
- Turn on the boat (See Diagram 5). Align and slot the cabin cover pointed end first onto the boat, and secure the rear latch.
- Make sure both plugs on the stern are securely plugged before launching your boat.

### INSTALL BATTERIES IN THE CONTROLLER

- Turn off the controller.
- Use a screwdriver to open the battery compartment cover (See Diagram 6).
- Insert 4 x AAA batteries (not included), matching the polarity symbols (+ and -) marked inside the battery compartment. Replace the battery cover and secure it with the screw (See Diagram 6).

Note: The Pairing Indicator flashes slowly if your batteries are weak. New alkaline batteries provide about 5 hours operation.

### PAIR YOUR BOAT AND THE CONTROLLER

Before operating your boat for the first time, you must first pair the controller and boat.

- Place the controller within 3 ft. (1m) of the boat.
- Turn on the controller and the boat.
- Press and hold the Pairing button inside the controller for 3 seconds. The controller's pairing indicator flashes. When successfully paired, the indicator stays lit green.

### Notes:

- If the pairing failed, turn off the controller and the boat, move closer, and then try again.
- If playing with more than one Aqua King at the same time, pair each boat separately.
- Your boat will remember the controller once paired.

### ABOUT YOUR AQUA KING

The Aqua King is designed with three special safety features.

- Safety Contacts:** Two metal contacts on the bottom of the boat detect water when the boat and controller are turned on, so that the boat's propellers will start running only when the boat is placed on water (See Diagram 8).
- Boat Power Indicator:** The power indicator changes color to show the boat's battery status (See Diagram 7).
- Out-of-Range Alert:** The controller will alert you when your boat is near the maximum control distance. Environmental factors such as wind speed and water currents will affect the actual control range.

### HOW TO DRIVE YOUR BOAT

- Turn on the boat and the controller. A beep sounds if you have turned on the controller first; this is to remind you to turn on the boat.
- Drive safely and avoid losing your boat. Monitor the LED indicators, and listen for the controller's alert. Immediately drive the boat back towards you if:
  - The Boat Power indicator turns red
  - The Pairing indicator starts to flash slowly, meaning the controller batteries are weak
  - You hear the Out-of-Range Alert. The controller stops beeping when you are safely within range.
- Turn off the boat and controller when you finish playing.

### AFTER PLAY, ALWAYS...

- Turn off your boat and wipe the surface dry.
- Dry any water that may have entered the boat's interior. To dry, pull out the stern plugs and open the battery hatch. Leave to dry completely before storing. (See Diagram 9)

### CAUTIONS

- Do not charge battery pack that is hot, wet or shows leakage or corrosion.
- May explode if disposed of in fire!
- Do not disassemble the battery pack.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

### PERFORMANCE TIPS / CAUTIONS:

- Operate your boat in calm and clear water only.
- Do not operate your boat in salt water as this can damage your boat permanently.
- Do not expose the transmitter to moisture or water.
- Do not expose the boat to water unless the battery compartment cover is securely closed and latched.
- Bring the boat back to the water edge when it is running out of battery or starts to slow down.
- Note that the approximate operation range averages 20 meters.
- Do not pick up your boat while it is in motion.
- The propeller rotates at high speed. Keep fingers, hair and clothing clear of the propeller while the propeller is spinning.
- After playing, drain the water out of the hull by pulling out the two plugs located at either side of the back of the boat. Replace the plugs before using again.
- Do not operate near swimmers.
- Stay away from water edge when operating.
- Dry the boat with a dry, clean cloth before storing.
- Before storing, please drain the hull and leave the battery compartment open for fully dry.
- To be operated under adult supervision.

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.

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 your local RadioShack store or an experienced radio/TV technician for help.

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, and
- this device must accept any interference received, including interference that may cause undesired operation.

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Please Note: The CE and  logos are not applicable to Australia and New Zealand.

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