Remote Control Flying Shark Instructions

1. Congratulations on your purchase of Remote Control Flying Shark—the surprisingly amazing, highly mobile remote control flying fish! This toy should be assembled by an adult and used with adult supervision only. Please pay attention to all the instructions and warnings in this manual. They are listed here for a reason! This product may not operate at high altitude. Some basic mechanical abilities are required for assembly and operation.

2. The product consists of the following parts as shown: one fish body, one fishtail, three fins, a pod and a tailfin assembly, a controller and an antenna, a charger, two carbon fibers, a double-sided tape, and a clear tape.

Part A: Assembly

1. Go and fill the balloon with helium at any party store, flower shop or grocery that sells balloons. You may also buy a small party helium tank that will fill the fish several times. However, some party tanks contain helium diluted with air. This mixture will not work as well as non-diluted helium, especially at higher elevations or in hot climates. Inflate the balloon so that the skin is tight. If someone inflates the balloon for you, make sure that they use undiluted helium and fill it so that the skin is tight. The balloon will be firm if properly inflated. Most of the small wrinkles (about 1-3 inches) on the top and bottom of the balloon should disappear, leaving only some larger ones spaced about 2-3 inches apart. Helium tanks should be used by adults only.

2. Apply the double-sided tape to the pod, remove the liner of the double-sided tape and press it to the stomach of the fish, as the picture shows.

3. Attach the tailfin to the fin assembly by inserting the rods to the two small holes on the tailfin. (see image below)
4. Apply the double-sided tape to the fin assembly, then remove the liner of the tape and attach it firmly to the end of the fish body. Fix it with a clear tape on both sides as shown.

5. As shown here, apply the double-sided tape to the three fins and place one on the upside of the fish and the other two on the underside of the fish belly. Remove the liner of the tape and press the fins onto the fish.

6. Insert two AA batteries in the controller as shown. Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.

Part B: Flight
1. Make the fish neutrally buoyant so that it floats in the midair without drifting towards the ceiling or the floor. To do so, just put the silly putty into the pod to make the fish heavier until
it neither rises nor falls.

2. To make the fish move forward, just push the tail button alternately to make the tail move back and forth. Press right, left, right, left in a steady rhythm to move the fish forward. Try faster or slower rhythms to find the best speed. Remember to keep the controller’s lights pointed at the pod!

3. To turn right, push the right side of the tail button more often than the left side. You may also press the right side longer than the left side. For example, a good rhythm for turning right is: left (short), right (long), left (short), right (long). Do the opposite to turn left.

4. To make the fish go up, use the climb button to make the pod slide backwards along the track so the fish’s nose points up. Then, move the fish tail back and forth to swim up (using the left and right button). To make the fish go down, press the down button. This moves the pod forward so the fish’s nose points down. Then move the tail back and forth to swim downwards. Do not continue to hold down the climb/down button once the pod reaches the end of the track.
Part C: Deflation and Storage

When not using your Air Swimmer, you can stop it or you can remove its weight to let it float gently to the ceiling. Deflation is for long term storage. Slide a long thin drinking straw at least six inches into the valve of the balloon as shown. Slowly and gently press on the balloon until empty of helium. This may take several minutes. Try placing a blanket over the fish to apply gentle pressure. Fold the balloon carefully to store. You may refill the fish with helium many times. Never inhale helium.

Part D: Safety

1. Never inhale helium.
2. Never operate your Air Swimmer in direct sunlight or under bright lighting conditions. This interferes with the signal from the controller.
3. Use indoors only and with adult supervision.
4. Don’t punch, kick, poke, pull on, or apply excessive force to the Air Swimmer.
5. Fly your Air Swimmer in an enclosed indoor environment with calm air conditions.
6. Do not use Remote Control Flying Shark in or around water or in damp environment.
7. Make sure your flying area is free of hot lamps, spinning fans, air conditioner drafts, sharp objects or other hazards.
8. Choking hazard. Not for children under three years of age. Long cord may represent a strangulation hazard.
9. Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries. 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. 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.

Part E: Hints and Tips

1. When Air Swimmer is out of power, please charge with the customized charger as shown.

2. If the balloon loses some of its helium, slide a drinking straw 2-3 inches into the valve and blow air into the straw until the balloon is filled tightly again. Shorten the rubber bands on the tail.
3. If your flying area has high ceilings, tie a piece of fishing line to the Air Swimmer so you can retrieve it if it floats up to the ceiling.
4. This product may not work at high elevations depending on altitude, temperature, humidity, and helium/air dilution. If you fly your Air Swimmer at higher elevations, use non-diluted helium and slightly overfill the balloon to increase its lift.
5. As the balloon loses helium, you will need to remove some of the ballast (silly putty).