

U.S.S. Enterprise



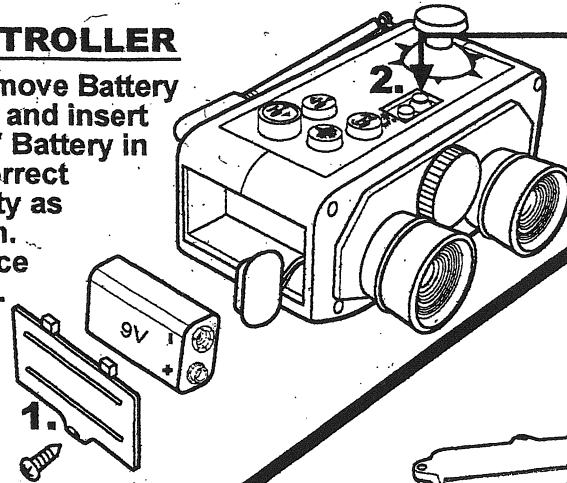
AGES 8+

GETTING READY FOR PLAY

INSTALL THE BATTERIES AND TURN ON THE POWER

CONTROLLER

1. Remove Battery Cover and insert the 9V Battery in the correct polarity as shown. Replace Cover.

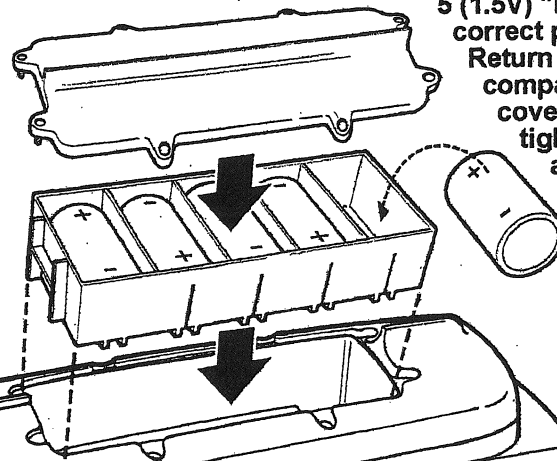


2. Press ON/OFF Power Button. Red light shows power is ON. Controller is now ready to transmit signal.

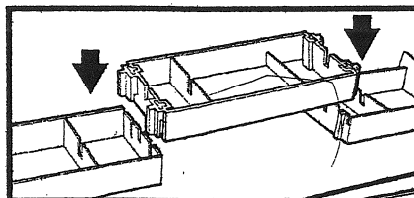
AIRCRAFT CARRIER

Battery Installation

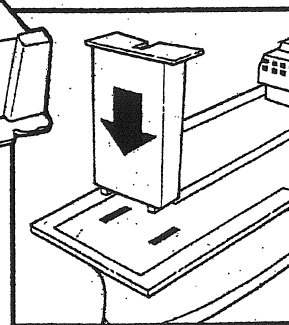
For easier battery installation, disassemble the Stand as shown and place ship up-side down on Stand Ends. Open the Battery Cover and remove the Battery Carrier. Insert 5 (1.5V) "D" Cell Batteries in the correct polarity as shown. Return Battery Carrier to compartment and replace cover. Be sure the cover is tightly sealed to prevent any water leakage.



Take Stand Apart to use as supports to install the batteries



Fit Stand Ends into slots on the front and rear of deck. Turn Ship over and rest on up-right supports.



Use Stand Ends to hold Ship while install

The AIRCRAFT CARRIER is now ready for Play!

WARNING:

- Make sure the battery door is closed tightly before placing the aircraft carrier in the water. Battery compartment door must be sealed water-tight to prevent water leaking into the battery compartment.
- You can operate the Aircraft Carrier in most (non-flowing) water locations free of floating or submerged debris. The best play location is clear, clean water such as in a swimming pool.
- When not playing with the Ship, remove it from the water. Dry the Ship with a soft cloth or paper towel wiping off all moisture. Remove any debris from external parts. Remove the batteries before storing.
- Do not play outdoors in a thunderstorm.
- Do not touch the moving propellers with your hand. Stopping the ship's or helicopter's propellers with the power on is dangerous and may cause a short circuit or burn out the motor.
- Do not get the batteries wet as it will cause a short circuit.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- When launching Airplanes, be careful not to shoot anyone in the face or eyes at close range.
- Do not use airplanes other than those supplied by the manufacturer.
- Do not launch damaged airplanes or airplanes with the soft tip missing.
- When playing with the Helicopter, be sure the flight path is clear of obstacles and people.
- When using the Binoculars, never look directly into the sun.

FCC RULES - PART 15

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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 the dealer or an experienced radio/TV technician for help.

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(((RADIO CONTROL)))

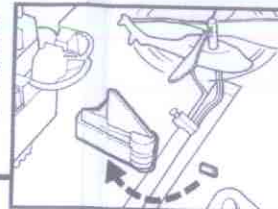
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2 FEATURES - HOW TO CONTROL YOUR AIRCRAFT CARRIER

TO BEGIN PLAY...

1. Turn ON Ship's power. Press Button on Tower. Red Light indicates power is ON.

2. Release Helicopter. Move hold down lever to release Helicopter. Always use hold down lever to secure Helicopter when play is finished.



Flying Helicopter Buttons



Press and hold Helicopter Lift-off Button until helicopter rises to maximum height.



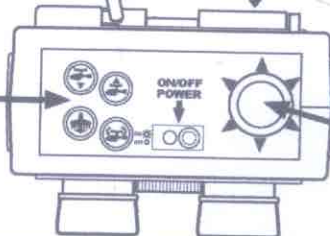
Press and hold Helicopter Flight Button as long as desired. The Helicopter will keep circling the ship.



Press and release Helicopter Landing Button. Helicopter will land on its next pass over the control tower.

EXTEND ANTENNA for maximum transmission performance.

Working Binoculars Let you see the action up close.



3. Gently place Ship in the water being careful not to get water on the deck.

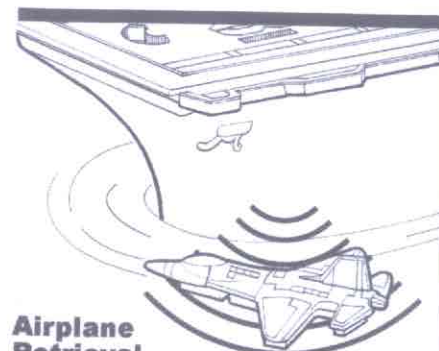
Steering Joystick

Move the Joystick in the direction of the arrows to steer the ship. You can go Forward, Forward Right, Forward Left, Reverse, Reverse Right, and Reverse Left.

Launch Airplanes Button

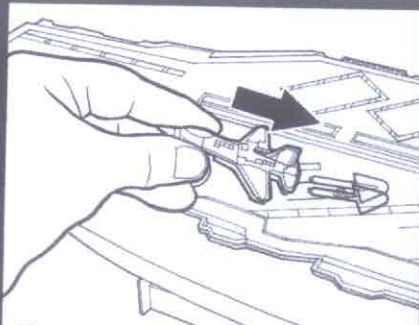


Press and hold Launch Button until an airplane is launched. Or press and hold down button until all planes launch. Clicking noise after planes launch is normal.



Airplane Retrieval

Steer the front of the Ship to within 1" of the floating Airplanes. Magnets will attach the Airplanes to the ship for towing to you for reloading.



To load Airplanes

for re-launch, push the airplane onto a launch stem until you hear the "click-lock" sound. The airplane is ready to launch.



Water Drainage

After extended play, your Ship may begin to ride low in the water. Simply open the Water Drainage Port located in the bow, turn the Ship over and drain the excess water.

HOW TO IMPROVE PERFORMANCE TROUBLE SHOOTING TIPS

Problem	Likely Cause	Solution
Aircraft Carrier does not move when control buttons are pressed.	Aircraft Carrier batteries not installed properly.	Check if polarity on batteries is correct and all batteries are making proper contact.
	Aircraft Carrier batteries weak	Replace with fresh alkaline batteries.
	Aircraft Carrier switch not "ON"	Push ON/OFF switch and the "ON" LED will light up.
	Remote controller battery not installed properly.	Check for proper fit of snap-on contact clip.
	Remote controller battery weak	Replace with fresh alkaline battery.
	Remote controller switch not "ON"	Push ON/OFF switch and the "ON" LED will light up.
	Aircraft Carrier's propellers are jammed.	Remove any debris from the propellers.
	Batteries are weak or out of radio control range.	Replace with fresh alkaline batteries or, when possible to do so safely, move closer to the Aircraft Carrier.
Short range operation - Signal is good for only short distance.	Radio interference	Change location of operation.
	2 aircraft carrier on the same frequency	Operate only 1 aircraft carrier per frequency.
	Weak transmitter battery	Replace battery in remote controller with fresh alkaline battery.
Airplanes will not launch.	Airplane not properly locked on the launch stem.	Be sure Airplane is fully pressed onto the launch stem until the "click-lock" sound is heard.
Helicopter will not fly.	Helicopter hold-down lever is still engaged - OR - Helicopter has not reached it's maximum flight height.	Check that the hold-down lever is disengaged. See diagram 2. - OR - Press and hold down Helicopter lift button until Helicopter reaches it's maximum height.

LOCATION FOR BEST PERFORMANCE

Clear, clean water swimming pool is the best performance environment. Salt water, soapy water is not suitable and may result in poor performance. You can operate the Aircraft Carrier on most non-running water locations free of floating or submerged debris, however clear, clean water such as found in swimming pool in the best performance environment. Adults should supervise children while playing as playing near water always requires cautious and responsible play.

BEST OPERATING DISTANCE

Radio Control distance should not exceed 30 feet (10 meters).

ITEM No. 13002

MADE IN CHINA

IMPORTANT:

SAVE THESE INSTRUCTIONS FOR FUTURE REFERENCE.

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