

Troubleshooting Guide

Symptom	Cause	Solution
The Air Swimmer will not float.	Not enough helium or too much putty in the pod mouth. Wrong altitude setting.	Refill with helium or remove putty as Air Swimmer balances around 5 feet in height. Check your altitude and adjust the pod track accordingly. (See page 5).
The Air Swimmer is too light and bumps on the ceiling.	The Air Swimmer is too light and needs to be weighted.	Try adding putty into the pod mouth.
Tail or pod does not operate.	Weak batteries. The cable from the pod track is not connected to the tail sufficiently.	Replace batteries in the handset and/or pod track. Refill and ensure the plug connection is fully inserted correctly.

For more troubleshooting please go to www.wowstuff.com/airswimmers
Warning! Never deliberately inflate balloon gas. Inhaling helium can result in serious lung injuries and/or asphyxiation. Do not inhale helium from a balloon or helium tank under any circumstances. Always use in a well-ventilated area.
This product is strictly for use INDORS ONLY. Do not use this product outside.

BATTERY INFORMATION:

- 2 x AA batteries for remote controller (included)
- 1 x 1.5V AAA for pod motor (included)
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Make sure battery compartments are secure.
- Only use batteries of the correct size and type.
- Fit batteries correctly observing the plus and minus marks on the battery and compartment.
- Replace all batteries at the same time.
- Remove batteries from toy when it will not be played with for a long period of time.
- All batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.
- Do not dispose of batteries in fire.

Consumers have a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, you can help by re-using or recycling such equipment.

Please ensure that batteries are installed by an adult prior to use.

Do not mix old and new batteries.
Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
Non-rechargeable batteries are not to be recharged.
Remove exhausted batteries from the toy.
Supply terminals are not to be short-circuited.

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963. Contents and others may vary.

CAUTION:
Remove all twist-ties and plastic loops before giving toy to child.

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INFLATABLE R/C KILLER WHALE



ASSEMBLY AND OPERATING INSTRUCTIONS

For easy-to-follow video instructions on assembling and flying your Air Swimmer go to www.wowstuff.com/airswimmers

WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

* Helium tank not included.

#5F5E8C8
#5F5E809

8+

AAA x1
INCLUDED
INCLUDES

AAA x2
INCLUDED
INCLUDES

You can store your Air Swimmer by attaching the hook on the end of the remote control (7) to one of the loops on the bottom of the Air Swimmer.

Assembling Your Air Swimmer

After filling the Air Swimmer balloon, you are ready for assembly. It is recommended two people carry out this assembly.

Inserting the batteries:

Pod
The pod (11) requires 1 x AAA battery (13).

1. Unscrew the battery cover using a cross-head screwdriver.



2. Insert the battery according to polarity shown. Screw the battery cover back into place.



Remote Control
The remote control (7) requires 1 x AA batteries (12).

1. Unscrew the battery cover using a cross-head screwdriver.



3. Loop the electric wire from the pod through the hoops underneath the Air Swimmer balloon.

4. Plug the electric wire into the tail motor unit as shown.

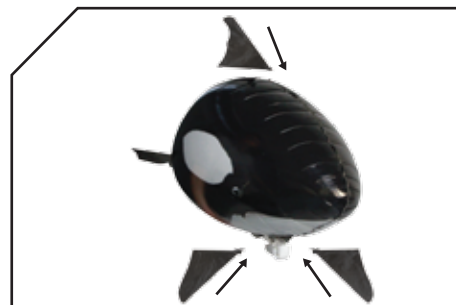
Note: Ensure the electric wire has the correct orientation to the tail motor unit, as pins on tail motor unit can become bent and damaged.



Attaching the Fins



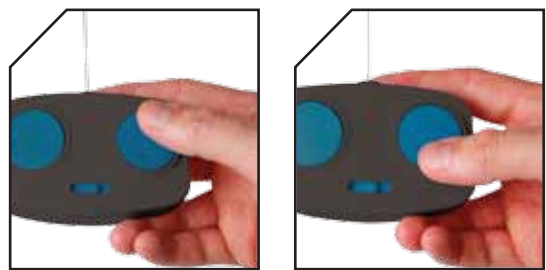
1. Remove the liner of the double-sided sticky pads (9). Attach each fin in place on the Air Swimmer balloon (marked 'place fin here'), as shown.



Contents of Air Swimmers Killer Whale Box



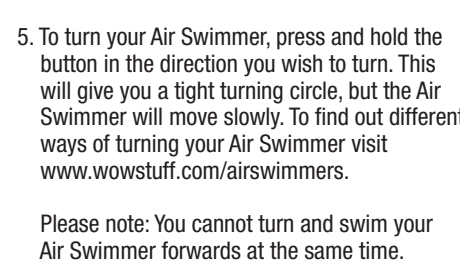
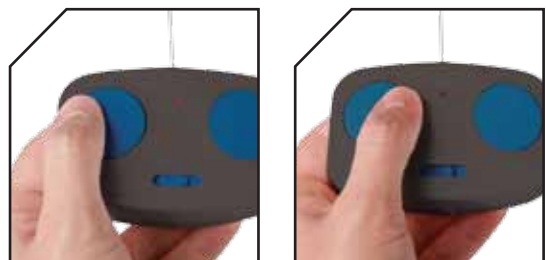
Additional tool required: small cross-head screwdriver



3. To move the Air Swimmer up, press up on the remote. To move the Air Swimmer down, press down on the remote.



4. To get your Air Swimmer moving, you will need to move the tail up and down by pressing up, down, up, down in a constant rhythm. Experiment with faster and slower rhythms to find the best speed.



Changing The Frequency Channel



1. If you fly more than one Air Swimmer in close proximity each Air Swimmer needs to be changed to a different channel. To do this push the switch on the handset to either A, B or C.

Please note: You do not need to complete this instruction unless more than one Air Swimmer are being swam in close proximity.



5. Fold over the fastening clips on the tail motor unit to secure.



Attaching the Pod



1. Attach the pod track (11), by hooking the hooks through the holes at the front of the underside of the Air Swimmer.



2. Make sure the hooks are hooked through as shown. The front of the pod (the fan should always be at the front), closest to the nose of the Air Swimmer.



2. Insert the battery according to polarity shown. Screw the battery cover back into place.

Assembling the Tail Motor Unit

1. Thread one of the elastic bands (5) through the hole situated on the top of the Air Swimmers back (as shown).



2. Thread the elastic band through itself to create a loop.

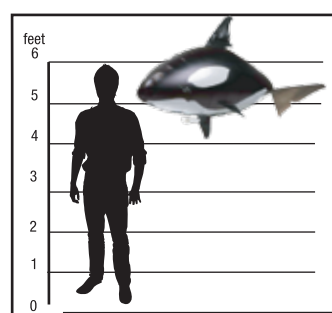


3. Loop a second and third elastic band through the hole situated underneath the Air Swimmer in the same way. (Both through the same hole, as shown).

4. Attach the tail fin (4) to the tail motor unit (8) by slotting the rods into the tail motor unit arms, as shown.



Attaching the Putty Holder



1. Attach the putty holder (14) to the holes on the under side of the back of the Air Swimmer. Add small bits of putty (10) until the Air Swimmer floats at roughly 5 feet (1.5m), neither rising or falling. If it starts to descend, remove some of the putty.

NOTE: The putty holder may not need to be used, if the Air Swimmer floats at roughly 5 feet (1.5m) before the putty holder is attached. This is dependant on your altitude.

Flying your Air Swimmer

When flying your Air Swimmer:

1. Choose an indoor environment with calm air movement. Avoid air conditioners and electric fans which could affect flying and control.
2. There should be no lamps, candles or open flames, or other items that could damage the Air Swimmer.
3. It is recommended to use a space larger than 10ft wide x 16.5ft long x 8ft high (3.4m x 5m x 2.4m).
4. Always turn off both the pod and the handset when finished playing.



1. Turn the power switch to "ON" on the pod (11), and the red LED will illuminate.



2. To activate the controller - press any button on the unit.

IMPORTANT: PLEASE READ FULLY BEFORE ASSEMBLY. THIS PRODUCT IS ONLY TO BE USED INDOORS.

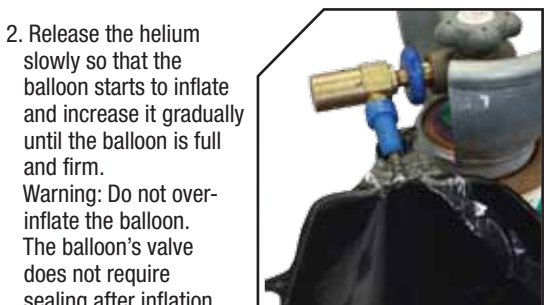
Filling with Helium

To fill your Air Swimmer at home, you can buy your own helium tank from your local Toys "R" Us. Otherwise you can have it filled at most party shops or florists.

NOTE: It is recommended to have an adult help fill the helium into the balloon. Before using your helium tank, please consult any instruction manuals provided. It is recommended two people carry out the assembly below.



1. To fill the Air Swimmer with helium, lay the Air Swimmer balloon (1) out flat on the ground and insert the helium tank nozzle into the valve at the back of the balloon.



NOTE: After a few days you may find that the Air Swimmer may lose some of its buoyancy; therefore you may need to top off the balloon occasionally. After several top offs the helium inside the balloon may become too mixed with air and may need to be fully emptied and then refilled.

To empty your Air Swimmer, insert a narrow drinking straw (maximum 6mm / 0.24in.) into the valve by at least 7 inches. (Inserting a thicker diameter straw may damage the one-way valve.)

Warning: Do not inhale helium. Use only in a well-ventilated area. Never use in closed spaces. Helium reduces and can eliminate oxygen necessary for breathing. Inhaling helium can result in serious personal injury or death.

Warning: DO NOT OVERINFLATE THE BALLOON. Only inflate with helium. Do not use any other type of gas. Do not use any other inflation devices such as a foot pump.

For easy-to-follow video instructions go to www.wowstuff.com/airswimmers

CE REQUIREMENT

Hereby, China Industries Ltd. t/a Wow! Stuff, declares that this AR-1001 & AR-1002 & AP-1008 are in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

To which must be added:

- the exact location from which a copy of the DoC may be obtained (internet or postal address) or
- a copy of the DoC in the original language is enclosed with the equipment

FCC NOTE

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.

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

The antenna used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons and must not be co-located or operated in conjunction with any other antenna or transmitter.

Notice

This device is intended to market to EU member states and U.S., use in other countries may cause a risk.