



# CYBORG SHARK

Ages 8 and up

Your Cyborg Shark can dive underneath the water for up to 10 feet and has full directional steering functions. It has a range of 100 feet.

#### Transmitter uses:

1 – 9V size battery (not included)

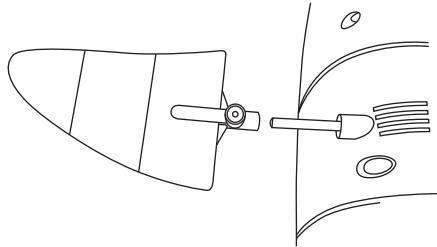
Shark uses: 4 "AA" size batteries (not included) or rechargeable

NiMH battery (included with charger)

## ASSEMBLY & INSTALLING BATTERIES

### SIDE FIN ASSEMBLY

Insert side fin of RC Cyborg Shark onto supporting rod as shown. Using a mini screwdriver, screw fin into place until secure.



New NiMH battery pack is not charged before shipping. Charge for 12 hours before 1st use.

Note: Any batteries purchased for use in this toy may pose a hazard to children. Please check safety notice supplied with batteries before use.

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

### Cautions:

- Batteries to be installed by adults only.
- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- After each use, remove all batteries from the product, and drain any water that has accumulated inside. Moisture allowed to remain inside the product will damage the electronic components and batteries. Store

the product with the battery compartment door open to allow it to dry completely.

- Change batteries in dry area.

Your Shark needs these batteries for power, for best performance and longest life.

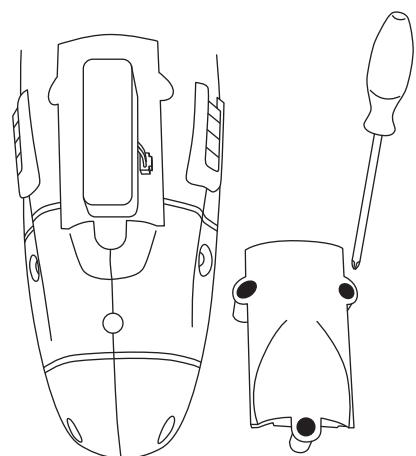
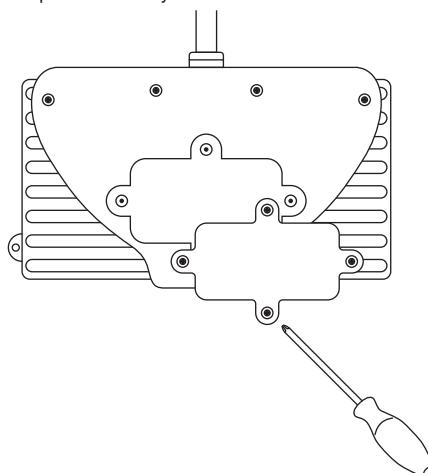
- One 9V battery for the transmitter.
- Four AA batteries for the Shark or rechargeable NiMH battery

### HOW TO CHANGE BATTERIES

#### RC CYBORG SHARK CONTROLLER

- To open, use Phillips screwdriver to loosen the 4 screws on the battery compartment cover and lift the cover to remove it.
- Put one 9V battery in the compartment. Make sure that (+) and (-) poles are positioned properly.
- Replace the battery cover and secure it with the screws.

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



#### RC CYBORG SHARK

- When installing new batteries, make sure that the power is in the off position on the Cyborg Shark. Turn power off by pressing the button under the nose of the Shark. The eyes of the Shark will light up if the power is still on.
- To open, use phillips screwdriver to loosen 3 screws on the battery compartment cover and lift the cover to remove it.
- Take out the battery compartment box from the battery compartment.
- Place 4-AA batteries or 6.0V rechargeable battery into the battery box.
- Depending on which battery source you are using: plug either the AA battery box connector or the 6.0V rechargeable battery connector into the Cyborg Shark connector.
- Make sure battery and connector are securely in battery compartment.
- Replace cover and secure with screws.

## !WARNING!

Item can swim into deep water. Always keep children in sight within quick and easy reach when they are in the water. Do not allow children to play where water is too deep for their swimming ability.

THIS PRODUCT IS DESIGNED FOR SWIMMING POOLS ONLY (chlorinated or salt water).

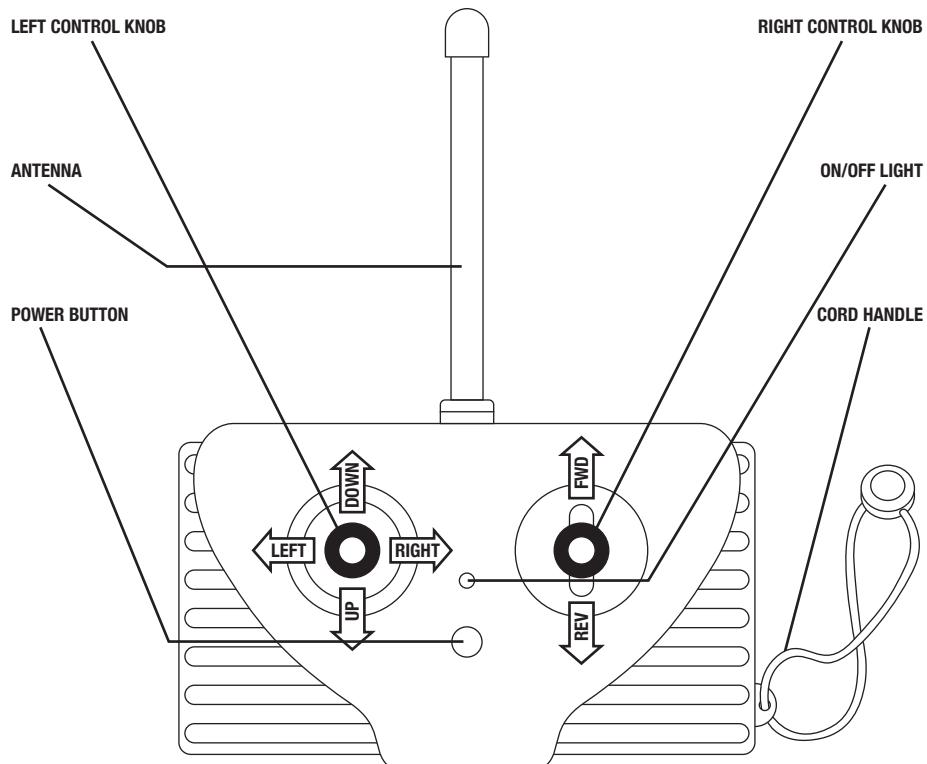
CAUTION: For safety, children playing with this toy should be supervised by an ADULT, as with any products designed to be used in or around water. To maintain good Shark performance and control, make sure that your RC Cyber Shark is operated at depths that do not exceed 10 feet.

RC Cyborg Shark is available in Red and Blue

When using 2 Sharks together, make sure they are not the same color to prevent crossing signals.

## OPERATING INSTRUCTIONS

1. After the RC Cyborg Shark is fully charged or new batteries are installed in both the Shark and the controller, activate Shark by pressing the button under the nose of the Shark (eyes will light up when turned on).
2. Activate controller by pressing the button located in the middle (light will turn on)
3. Place Shark in the water and begin to operate.
4. Push left knob on controller up and down to move side fins (dive or surface).
5. Push left knob on controller left and right to move tail back and forth (turn left or right).
6. Push right knob up and down to propel Shark forward or backward.



## HELPFUL HINTS

- Fragile! Handle with care. Do not drop! Do not drop in water.
- Do not pick up Shark by the side fins or the tail.
- Do not try to forcefully adjust the side fins or the tail. They are controlled by IC chip.
- Do not leave on the floor to avoid stepping or falling on the Shark accidentally.
- After each use, wash off Shark and the Controller with faucet water and then drain all the water on the inside by tilting in different directions. Never shake to get rid of water to dry.
- After use, open Battery Compartment and wipe the batteries dry and inside of battery box (for both the Shark and the Transmitter). If water is found in first use, try lubricant on the rubbery seals with petroleum jelly or equivalent.

- Before recharging your battery, make sure the rechargeable battery is completely dry.
- Do not use submarine in strong currents or in any body of water with large waves.
- Never touch or put your fingers near the propellers while they are spinning.
- Always turn on the transmitter first, then the RC Cyborg Shark and turn off the Shark first, then the transmitter. Otherwise, your Shark might pick up other radio waves and start moving while the transmitter is off. Should this happen, immediately turn on the transmitter to bring the Shark under your control.
- Running your Shark continuously for long periods generates high heat levels. Heat causes wear and tear on the Shark. To help keep heat levels down, when your Shark's battery dies, let the Shark cool for at least 10 minutes before installing fresh batteries.
- If the Shark's motor runs but does not respond to the transmitter, move closer to the submarine and try again.
- If someone uses a CB nearby, it might interfere with control of the Shark. If this happens, move the Shark away from the CB.
- You cannot operate your Shark near devices with transmitters that use the same frequency (27MHz) unless they are different colored RC Cyborg Sharks (red or blue).
- If the Shark moves slowly and you have installed fresh batteries, check the runner mechanisms for lint, thread, hair, or dust.

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.

Comments or Assistance? Please call 1-800-889-7946  
Outside the U.S.A. please call 757-460-1156

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Item #17500



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