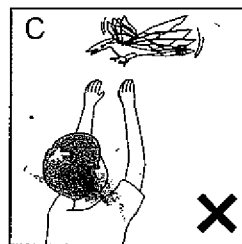
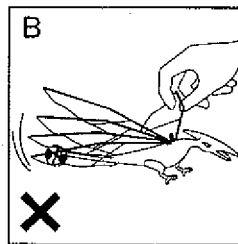
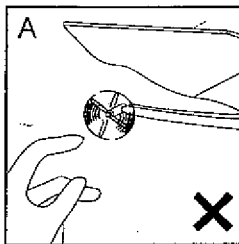


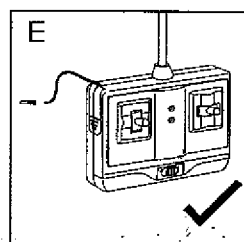
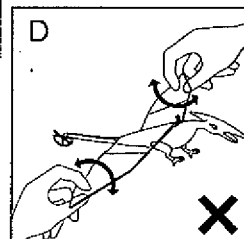
Caution

- Be sure to fly your Flying Pterosaur only under adult supervision.
- Do not fly near cars, people, pets, overhead wires, bodies of water, buildings, trees, etc. Use common sense when operating your Flying Pterosaur!
- Do not fly the Flying Pterosaur near high voltage electronic tower, strong wind area. Find an open area as large as a basketball court and fly away from people, streets, houses, trees or power lines.
- Keep fingers, hair and loose clothing away from the propeller while the Flying Pterosaur is switched ON. To prevent entanglement, keep hair away from propeller. (Diagram 'A')
- Do not put foreign objects or tie material around the moving joints such as the wings of Flying Pterosaur.
- Do not hold the wings while the Flying Pterosaur is flapping. (Diagram 'B')
- Do not catch the Flying Pterosaur while it is flying. (Diagram 'C')
- After each use, always turn OFF the Flying Pterosaur and remove all batteries (controller) for storage. Never leave weak or dead batteries in the controller, as they may leak damaging chemicals.
- Charge the Flying Pterosaur by using the controller only, do NOT use any AC/DC adaptor with DC jack to plug into the Flying Pterosaur to recharge.
- Remove all packaging material before giving the toy to your child.



Helpful Tips

1. Do not use a damp cloth to clean or immerse the Flying Pterosaur in water for cleansing. Only use a dry cloth to clean off the dust.
2. Do not expose the radio controller to water. If the controller is accidentally exposed to water, remove the controller battery and allow the controller to air-dry. Replace with a fresh battery before resuming operation.
3. Do not bend the wings of Flying Pterosaur as this may affect its performance. (Diagram 'D')
4. Always move the power switch to "Off" when Flying Pterosaur is unattended or not in play.
5. After about 5 minutes of running time, you should pay close attention to your Flying Pterosaur. The speed will be slower.
6. For better performance, hold the controller antenna upright and point at Flying Pterosaur. If your Flying Pterosaur gets too far away, it will not work properly.
7. When Flying Pterosaur flies erratically, the problem is usually the result of interference caused by high tension wires, CB radios, or other R/C vehicles running nearby on the same frequency as yours. You may have to choose an alternative place to play.
8. Do not store Flying Pterosaur or controller near heat or in direct sunlight.
9. When your Flying Pterosaur starts to lose power, it may lose functions or performance. It's time for fresh batteries (or a recharge).
10. Your Flying Pterosaurs flying time may change depending on your flying style.
11. Flying Pterosaur flies straight when the wings are LEVEL.
12. Keep the Flying Pterosaur within 100 feet of yourself.
13. Please be reminded to replace the side door to avoid missing, the wire can be pulled out while the door is kept in the side. (Diagram 'E')
14. Please note the controlled distance may be varied depending on the environment for playing indoor since the radio signal is affected by lots of obstacles.
15. If a day or more passes without charging the Flying Pterosaur, or if you are unsure whether or not it is fully charged, discharge it, then fully recharge it.
16. Please try not to play the Flying Pterosaur in strong wind. The Flying Pterosaur will be out of your control and may be fled away finally.
17. While playing the Flying Pterosaur in the breeze, try to fly your Flying Pterosaur in the sky then let it glide at the air without giving power. It can glide at the air for some distances. Give a little bit of power when the Flying Pterosaur tends to fly down, then it can glide at the air again.
18. Please play the Flying Pterosaur outdoor in a wide area when you are a beginner. While you think you are an expert, try this advance mode, to play the Flying Pterosaur indoor. Come challenge yourself by using the indoor power to control your Flying Pterosaur.



Assembly of propeller

- If you miss the propeller in the tail of the Flying Pterosaur, please assembly the propeller before play it again. This product includes two spare propellers.
- Apply glue to the extended shaft, insert the propeller into the shaft. Apply force on the propeller to the shaft for a moment until the propeller is fixed.

Picking up your Flying Pterosaur after flight.

- Whenever you pick up the Flying Pterosaur, be sure to keep your fingers away from the transmitter controls until you can turn it off. It is easy to turn on the Flying Pterosaur accidentally while you or a friend is holding it before relaunch!

Broken Wing or Stabilizer

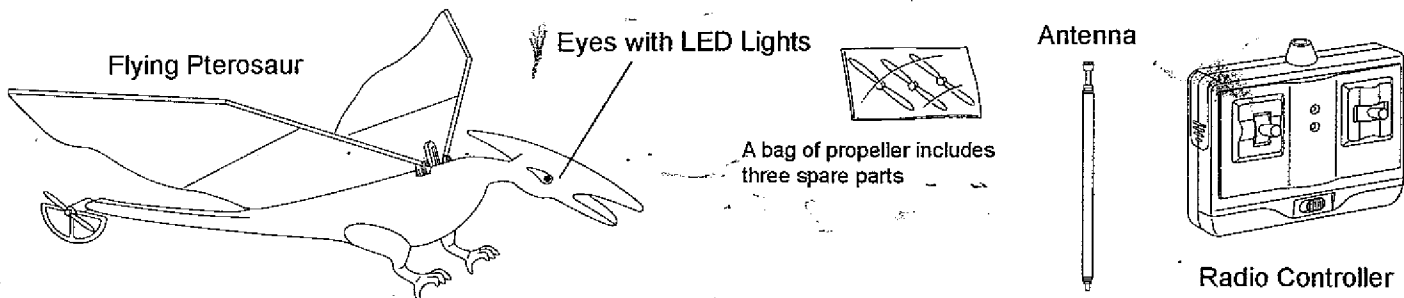
- Apply white glue to the broken areas, press them back into position then reinforce with clear cellophane tape.
- DO NOT USE SUPER GLUE. Super glue may cause unwanted effects to the foam which may result in irreparable damage. Repairs should be conducted under adult supervision to ensure safety.

Troubleshooting Guide

If you are experiencing difficulties with Flying Pterosaur, before calling our customer service hotline, try checking these areas:

| | Problem | Solution |
|---|--|--|
| 1 | Flying Pterosaur does not work, LEDs(eye) are not lit though power is switched on. | a) The battery may be exhausted after not being use for a long time. Recharge the battery and try it again. b) The voltage of the battery is too low to make the Flying Pterosaur fly. Recharge the battery and try it again. |
| 2 | Flying Pterosaur is not responding to the controller. | a) The control distance is too great and out of signal receiving range. Control the Flying Pterosaur from less than 30m to make the signal receive. Make sure that the antenna of the Flying Pterosaur controller is fully extended. b) There is interference caused by high tension wires, CB radios, or other R/C vehicles running nearby on the same frequency as yours. It is better choose an alternative place to fly. c) The batteries in controller are exhausted, replace with fresh batteries. |
| 3 | Flying Pterosaur does not fly properly. | a) The wings of Flying Pterosaur may not be LEVEL. Adjust the wings to be the same LEVEL. |
| 4 | Flying Pterosaur does not turn properly. | a) There may be dust etc in the propeller in the tail of the Pterosaur. Check it and make sure it is clean and free of restrictions to allow it to rotate correctly. |

The Flying Pterosaur Contents



Operating Instructions

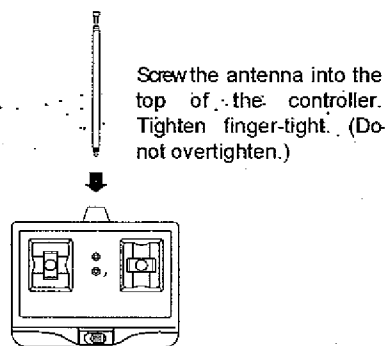
Please read through this instruction manual carefully before starting to operate. It is recommended to operate the Flying Pterosaur under adult supervision. We recommend that children over 8 years old play with Flying Pterosaur. Please keep this instruction manual for future reference.

Features

- 3 functions (Fly straight, turn left and right)
- Frequency: 27MHz / 40MHz / 49MHz (Refer to the label on the product)
- Range up to 100 ft (30m)
- 2 speeds (outdoor speed and indoor speed)

Getting Ready

Your Flying Pterosaur comes completely assembled. All you need to do is to insert the antenna into the controller unit.



Battery Requirement

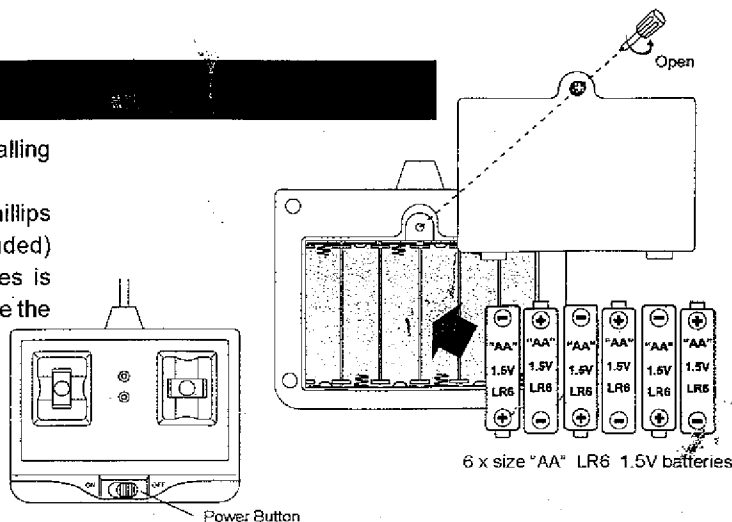
6 "AA" size 1.5V batteries for radio controller. (Note: For the best performance and longer play time, ALKALINE batteries are recommended. Batteries are not included in this package.)

Battery Installation

- Be sure the power of controller is in the "OFF" position before installing batteries.
- Unscrew the battery door on the back of the controller with a Phillips screwdriver and place 6 "AA" size 1.5V alkaline batteries (not included) into the battery compartment. Be sure the polarity of the batteries is correct according to the diagram on the battery compartment. Replace the battery door and tighten the screw. Do NOT over tighten.

BATTERY CONTACTS

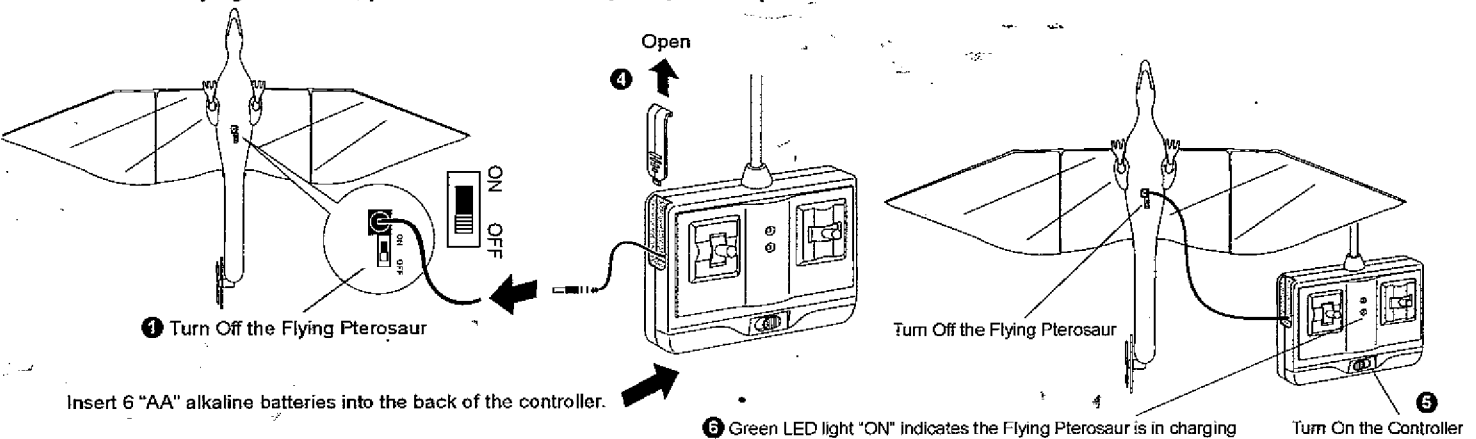
Bent or dirty battery contacts may result in loss of power.



Charging Your Flying Pterosaur

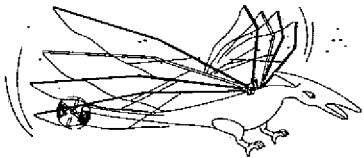
IMPORTANT! Be sure your Flying Pterosaur is switched off.

- 1 Be sure the Flying Pterosaur's power is in the "OFF" position before charging.
- 2 Remove the battery cover of controller with a Phillips screwdriver.
- 3 Place 6 "AA" size 1.5V batteries into the controller following the battery pattern on the battery compartment. Replace the battery cover.
- 4 Pull out the wire from the side door of the controller and plug it into the body of the Flying Pterosaur.
- 5 Set the controller's power to the "ON" position.
- 6 The recharge indicator (green LED on the controller) will be lit. It shows the Flying Pterosaur is charging.
- 7 It takes around 20 minutes to fully charge the Flying Pterosaur. When the recharge indicator turns off, Flying Pterosaur is fully charged.
- 8 Disconnect the wires. Cover the side door of the controller.
- 9 Turn ON the Flying Pterosaur, your Pterosaur is ready to fly.



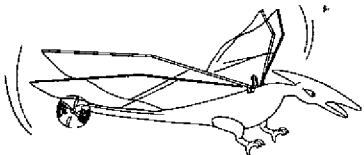
* The battery of Flying Pterosaur must be completely discharged before recharging.

How To Operate Flying Pterosaur



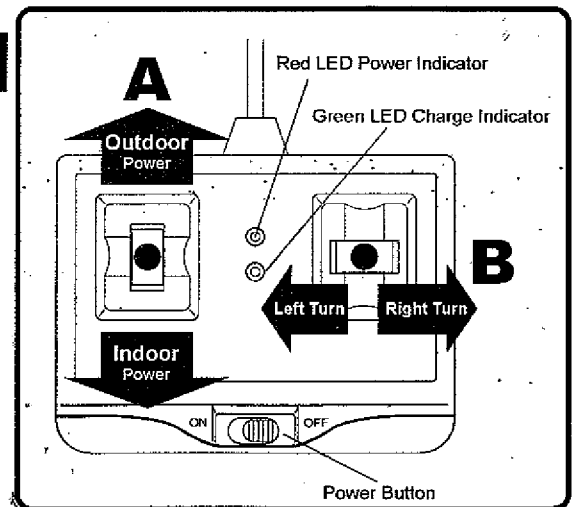
A Full Power (For Outdoor Use)

When you push level "A" up, the Flying Pterosaur starts to flap its wings. It flaps its wings more powerfully so make sure it has a large area to fly in.

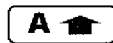


A 80% Power (For indoor Use)

When you pull level "A" down, the Flying Pterosaur starts to flap its wings. It flaps its wings less powerfully to enable it to fly in smaller areas and indoors, with enough spaces.



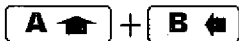
Outdoor Power
Push up the lever "A".



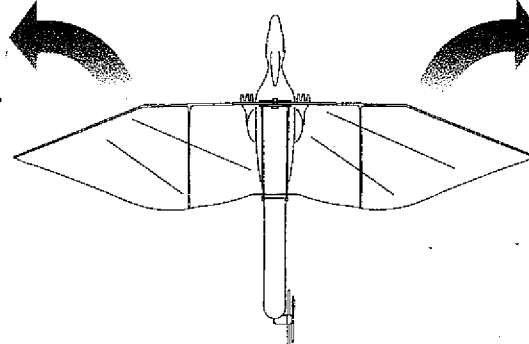
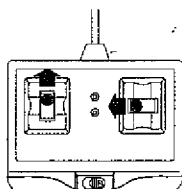
Indoor Power
Pull down the lever "A".



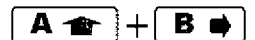
Left Turn



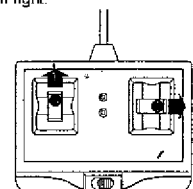
Keep Flying Pterosaur in power, and push lever "B" to the left to turn left.



Right Turn



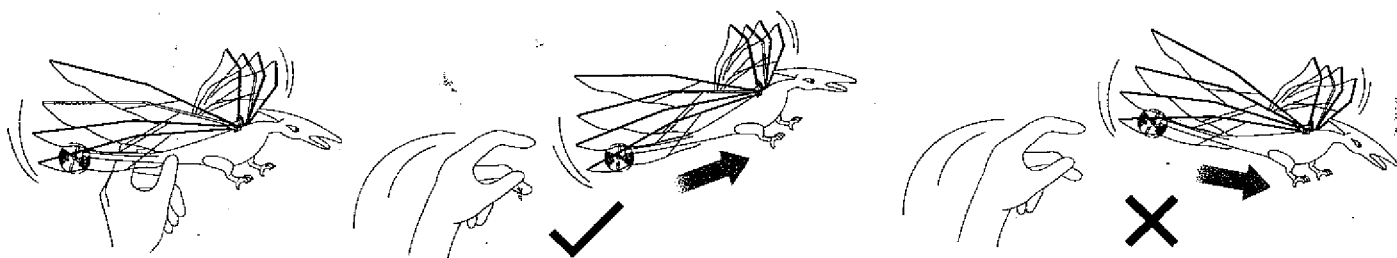
Keep Flying Pterosaur in power, and push lever "B" to the right to turn right.



Launching Your Flying Pterosaur

- 1) Set the power of Flying Pterosaur to the "On" position. The red LEDs(eye) of Flying Pterosaur will light up.
- 2) Turn the controller to "On" position.
- 3) Pull out the antenna for longer controllable distance.
- 4) There are two levers in the controller. The left lever controls the speed while the right lever controls the direction.
- 5) Hold the body of the Flying Pterosaur, be carefully your hand does not stop the wings.
- 6) Push left lever up or down to flap the Flying Pterosaur's wing before you launch the Flying Pterosaur into the sky. Push the left lever up for high speed, push downwards for low speed. Red LED on the controller will be lit while pushing either lever.
- 7) Gently throw your Flying Pterosaur at a 20°-30° angle of elevation. Do not throw it too hard.
- 8) After launching, you can control the direction with the right lever.

Red LED is lit means the Pterosaur is "ON".



Landing Your Flying Pterosaur

- 1) Turn the Flying Pterosaur into the wind and aim it at the landing area.
- 2) Descend the speed of Flying Pterosaur slowly by reducing the power (release the power lever to the original position).
- 3) The Flying Pterosaur will glide down slowly and finally make a landing. You just have to control the direction to decide your landing area.

Battery Caution

- 1) Always follow the instructions carefully.
- 2) Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (NiMH).
- 3) Use only batteries specified and be sure to insert item correctly by the ⊕ and ⊖ polarity markings. Always follow the toy and battery manufacturer's instruction.
- 4) Remove batteries when not in use. Always remove exhausted batteries from the controller. Dispose batteries safely.
- 5) Non-rechargeable batteries are not to be recharged.
- 6) Battery installation should be done by an adult.
- 7) Rechargeable Flying Pterosaur is only to be charged under adult supervision.
- 8) Only batteries of the same or equivalent type as recommended are to be used. Do not recharge other types of batteries.
- 9) Do not charge Flying Pterosaur for longer than specified in this instruction manual.
- 10) Always unplug the wires when not in use.
- 11) Never leave a rechargeable Flying Pterosaur unattended when charging.
- 12) Rechargeable batteries are not recommended for use in the controller.
- 13) Never short-circuit the battery terminals.
- 14) Dispose of old batteries promptly and properly; do not burn or bury them.
- 15) Do not dispose of batteries in a fire, batteries may explode or leak.
- 16) Do not open a battery as it may burst and release toxic liquids.
- 17) Bent or dirty battery contacts may result in loss of power.
- 18) Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and on again or removing and re-assembling batteries) if necessary.
- 19) Charge the Flying Pterosaur by using the supplied charger(controller) only.

FCC RULES

This device complies with the 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.

Caution: Changes or modifications 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 experienced radio/TV technician for help.

Industry Canada Notice - Canada only

This radiocommunication device complies with all the requirements of Industry Canada Standard RSS-310. 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.

TX RF = 27.145 MHz 80 dBμV/m @ 3 m.

TX RF = 40.680 MHz 76 dBμV/m @ 3 m.

TX RF = 49.860 MHz 74 dBμV/m @ 3 m.

If there is any problem with Flying Pterosaur, please call our customer service hotline: (852) 2793 1288. Please do not return goods to retail stores directly.



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