



CYBER SURFER™

Age: 8+
AA10238

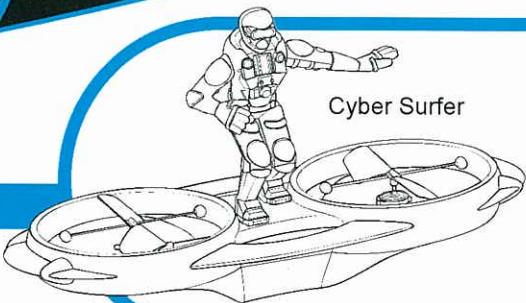
Instruction Manual

Contents

Features

Preparations

For a longer battery life and to avoid any dangers, we recommend charging the Cyber Surfer when it has discharged completely.



- Radio control: Flies in multiple direction (Upward, Downward and Forward), turns Left and Right
- Spinning and Flying in the air
- Flies Outdoors and Indoors
- Digital proportional control
- Frequency: 27.145MHz / 40MHz / 49MHz (Refer to the label on the product)
- Control Distance: 20m (66ft)
- Durable foam body

Please read instructions **carefully**.

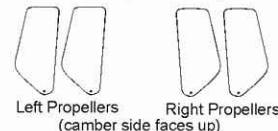
Cyber Surfer is for children 8+.

Not suitable for children under 36 months.

Should be operated with adult supervision.

Keep instruction manual for future reference.

2 pairs of Spare Propellers



Left Propellers
Right Propellers
(camber side faces up)



AC Adaptor
(The adaptor may be different from this diagram depending on the country)

CAUTION - ELECTRICALLY OPERATED PRODUCT -

Not recommended for children under 8 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock.



- Make sure the controller Power switch is in "OFF" position before installing batteries.

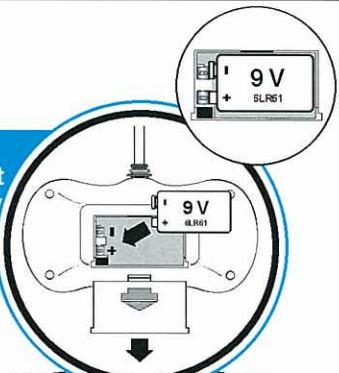


Battery Requirement

1 size "6LR61" 9V battery for radio controller. (Note: For the best performance and longer play time, ALKALINE battery is recommended. Battery is not included in this package.)

BATTERY CONTACTS

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



- Remove the battery cover from the back of the controller and insert a size "6LR61" 9V battery following the polarity markings on the battery compartment.
- Replace the battery cover.

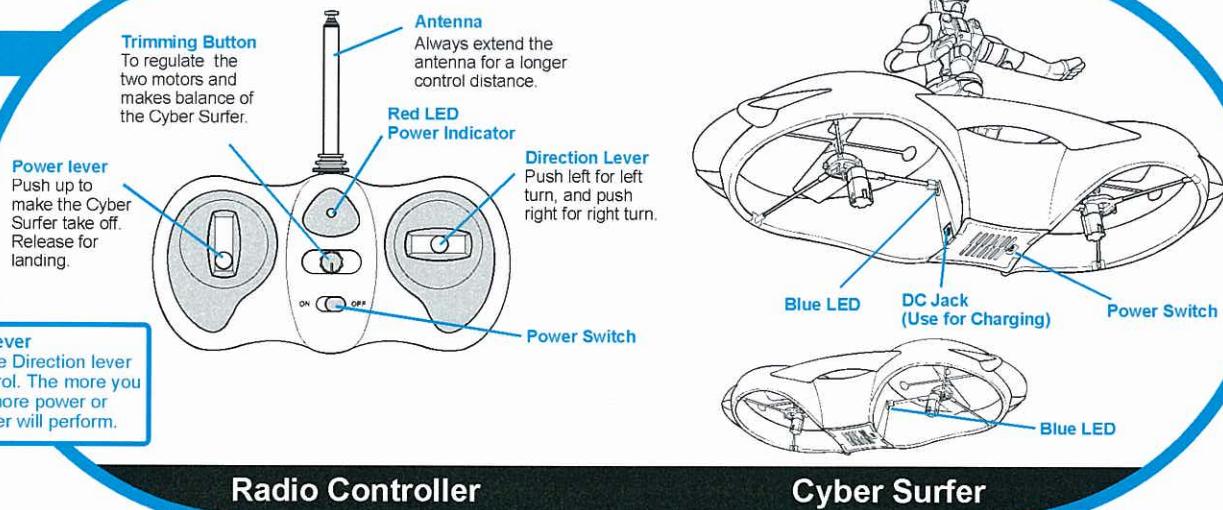
Charging Your Cyber Surfer

IMPORTANT! Make sure your Cyber Surfer is switched off before charging.

- ① Plug the AC Adaptor into the Cyber Surfer.
- ② Plug the AC Adaptor into a standard wall socket.
- ③ A full charge will take about 70 minutes. The Cyber Surfer can have 5 - 10 minutes of flight time after a full charge.
- ④ Unplug the AC Adaptor from the wall socket, and also the Cyber Surfer from the AC Adaptor.

Remember NOT to overcharge the Cyber Surfer more than 70 minutes.

Radio Controller and Cyber Surfer

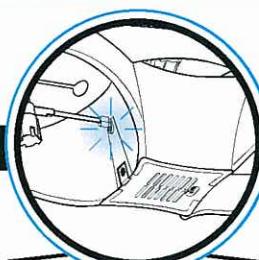


ATTENTION! Make sure you fly the Cyber Surfer in an open area no matter indoor or outdoor. For example, make sure there is a high ceiling and with no obstructions when flying Cyber Surfer in your house.

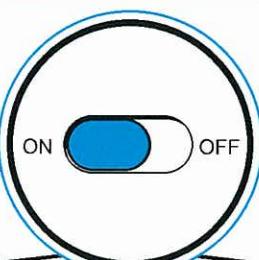
Power Checking



Set the Cyber Surfer's Power Switch to the "On" position.



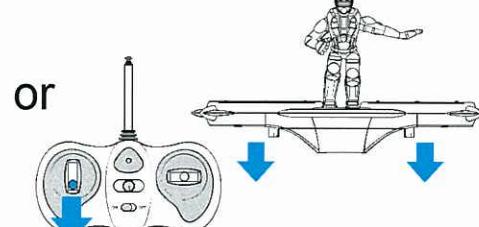
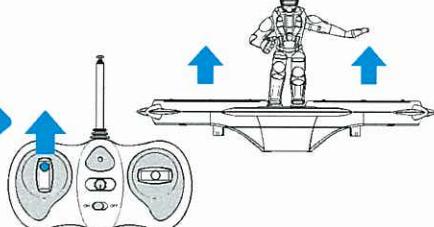
The blue LEDs of the Cyber Surfer will light up to indicate that it is "ON".



Set the Radio Controller's Power Switch to the "On" position.

How to Operate Cyber Surfer

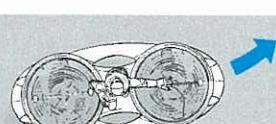
Hover Up and Down



When the Cyber Surfer flies steadily, you can slowly push the Power Lever up to fly up and move forward. Release to go down and land.

Turning

Turning
With the Cyber Surfer in power, and push Direction Lever to either side to turn. Do Not hold Direction Lever continuously. Instead, use a few light pushes to get your Cyber Surfer to turn.



Or

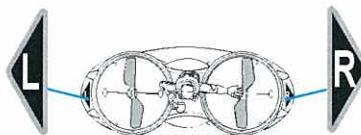


Trim and Balance the Cyber Surfer



The red LED on the controller will light up while the power is switched on. First, tune the Trimming Button until the Cyber Surfer flies balance. If you found it sideslipped, fine-tune it following the steps below.

L = Left **R** = Right



Fine-tune it according to the motion of the Cyber Surfer. For example, if the right side of Cyber Surfer has gone up higher than the left side during liftoff, gently tune the Trimming Button to the left until the Cyber Surfer is level, vice versa.

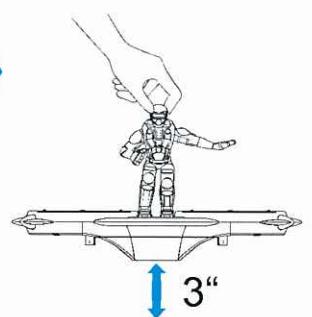
It is recommended to regulate the Cyber Surfer after each hard landing.

Start Playing

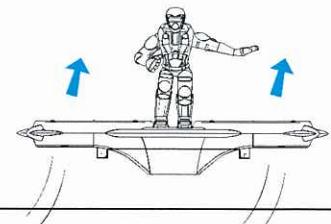
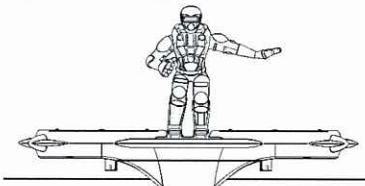
Beginner

For beginners, it is better to leave the Cyber Surfer three inches off the ground. Adjust the balance of the Cyber Surfer with the Trimming Button until it flies steady and level. Then release your hand and let it fly up.

Liftoff



Expert Player



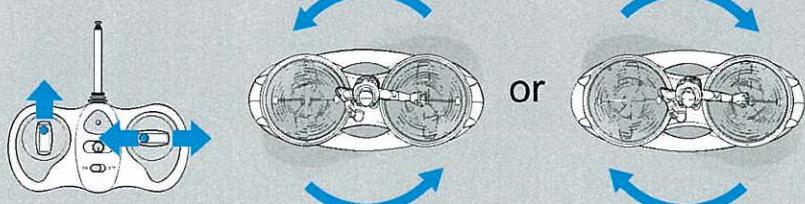
Once your liftoff skills have improved, you can let the Cyber Surfer lift off the ground directly.

- * Never let the Cyber Surfer take off at any places apart from the ground. e.g. table, chair or cupboard etc.
- Place the Cyber Surfer on a flat ground, then slowly push Power Lever up.
- Focus on the Cyber Surfer rather than the controller.

- Very gently push the Power Lever up if the Cyber Surfer goes down.
- If the Cyber Surfer has a deflection on either side, remember to regulate the balance before playing.

As soon as the Cyber Surfer lifts off the ground, release the Power Lever slightly. Do not push the Power Lever rapidly, it may go up and crash against the ceiling.

Spin



- Keep holding the Power Lever, and give a few light pushes to the Direction Lever to get your Cyber Surfer to spin. Push the Direction Lever repeatedly until the Cyber Surfer spins.
- You may also push Power Lever up if it goes down.

Fly Forward And Stop

- The Cyber Surfer will move forward slowly when a certain level of power is used, while performing a turn.

- If you want to stop the Cyber Surfer, it is sufficient to give a short counter turning command. For example, when the Cyber Surfer is flying right, give a left push to the Direction Lever to stop flying.

Landing Your Cyber Surfer

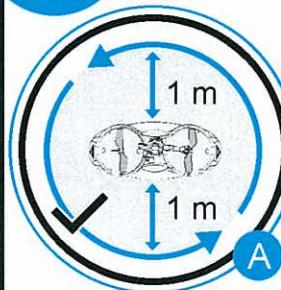
- Aim the Cyber Surfer toward the landing area.
- Reduce speed by slowly releasing the Power Lever. The Cyber Surfer will descend slowly and land.

Picking Up Your Cyber Surfer After Flight

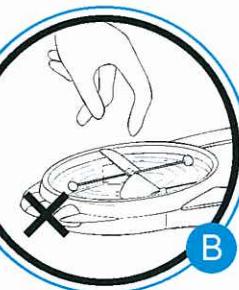
- Make sure the Radio Controller is turned off when picking up the Cyber Surfer.
- Keep your fingers away from the propellers while operating the Cyber Surfer.



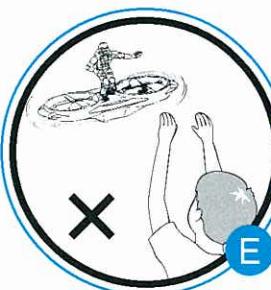
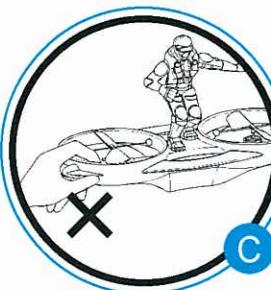
Caution



- Make sure young children operate the Cyber Surfer under adult supervision.
- Never fly in a place cluttered, always make sure the Cyber Surfer lifts off from an open area. A high impact crashing into obstacles may cause damage to the Cyber Surfer.
- Keep other people and yourself at least 1 meter away from the Cyber Surfer during the lift off. (Diagram 'A')
- Do not play with Cyber Surfer near sand, rocky ground or water.
- Never let the Cyber Surfer take off from any places apart from the ground. e.g. table, chair or cupboard etc. It may fall down and cause damage easily.
- Always keep an eye on the Cyber Surfer to avoid flying, crashing or landing on your head, your body or other people. It causes harm to people and may damage the Cyber Surfer.
- Never disassemble or modify the Cyber Surfer, it may damage the product and cause danger.
- Never place your hands or face near the propellers. (Diagram 'B')
- Do not hold any parts beside the figure and the handles of Cyber Surfer. Beware do not holding the



- outer frame as the propellers may hurt your hands. (Diagram 'C')
- To avoid the outer frame being hit by the propellers, hold the Cyber Surfer straight and level when the power is switched on.
- Beware of any danger caused by potential sharp points or sharp edges.
- Hold the Cyber Surfer by grabbing the figure or the side handle to avoid any danger from propeller. (Diagram 'D')
- Never operate the Cyber Surfer while sitting. Always operate the Cyber Surfer in a posture that allows you to quickly get out of the way if necessary.
- Do not release the Power Lever rapidly while landing as it may cause a hard crash on the floor and damage the Cyber Surfer. Always release the Power Lever SLIGHTLY for landing.
- Do not put foreign objects or tie material around the moving joints such as the propellers.
- Do not catch the Cyber Surfer while it is flying. (Diagram 'E')
- Never wave the antenna of the controller around or put it close to people face, as there is a risk that the antenna tip could poke someone's eye etc.



- Avoid touching any parts near the propellers after flying, as it might get hot after playing for a long time.
- Do not touch the rotatory parts as it is relatively weak.
- Always switch off the Cyber Surfer and remove all batteries from the controller after each use. Never leave weak or dead batteries in the controller, as they may leak damaging chemicals.
- Charge the Cyber Surfer by using the provided adaptor only, DO NOT charge the Cyber Surfer with other AC/ DC adaptor.
- Remove all packaging material before the toy is given to a child.
- Transformers used with the toy are to be regularly examined for damage to the cord, plug, enclosure and other parts, and that, in the event of such damage, the toys must not be used with this transformer until the damage has been repaired.
- The toy is not intended for children under 3 years old.
- The toy must only be used with the recommended transformer.
- The transformer is not a toy.
- Toys liable to be cleaned with liquids are to be disconnected from the transformer before cleaning.

Helpful Tips

1. Do not use a damp cloth to clean or immerse the Cyber Surfer in water for cleansing. Only use a dry cloth to clean off the dust.
2. Do not get the radio controller wet. If the controller accidentally gets wet, remove the battery and allow it to air-dry. Replace with fresh batteries before resuming operation.
3. Do not bend the body of Cyber Surfer as this may affect its performance. (Diagram 'F')
4. Always turn off the Cyber Surfer and controller when it is not in use.
5. After about 5-10 minutes of flying time, the speed of Cyber Surfer will

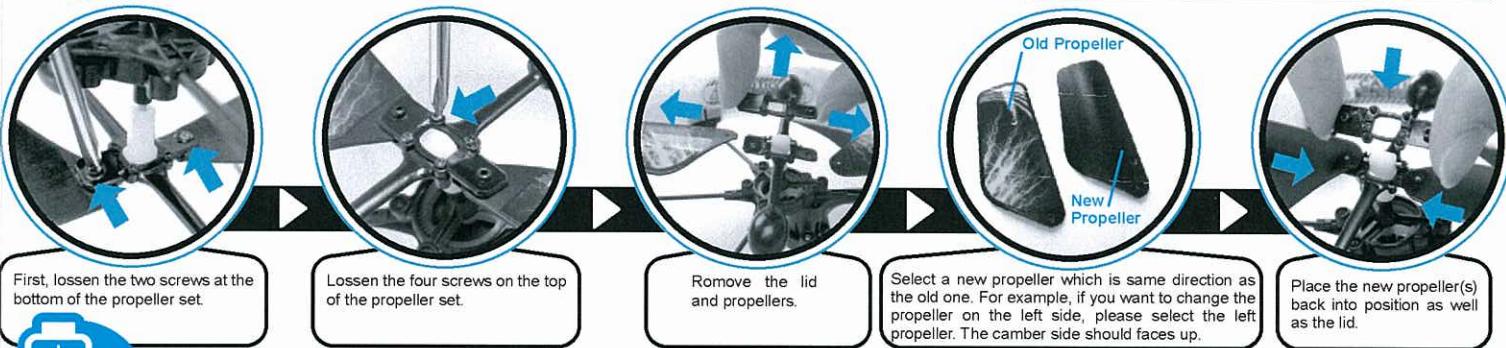
slow down. When the battery is drained, the Cyber Surfer will gradually descend and land. It is time to replace your batteries or to recharge your Cyber Surfer.

6. For best performance, hold the controller antenna upright and pointed toward the Cyber Surfer. If your Cyber Surfer gets too far away, it will not work properly.
7. When the Cyber Surfer 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 the Cyber Surfer or controller near heat, direct sunlight or damp places.
9. When your Cyber Surfer starts to lose power, it may lose functions or performance. It's time for fresh batteries (or a recharge).
10. Your Cyber Surfer flying time may vary depending on your flying style.
11. Please note the control distance may vary indoors as the radio signal is affected by lots of obstacles.
12. Keep the Cyber Surfer within 20m of the controller.
13. If a day or more passes without charging the Cyber Surfer, fully recharge it before playing.
14. Avoid flying the Cyber Surfer during strong winds. You may lose control and it may cause damage after a hard landing.
15. After a hard landing, make sure you turn off and reset your Cyber Surfer. If you experience unusual operation of your Cyber Surfer, make sure you check the regulation.

Assembly Of The Propellers

Please replace the propellers with the extra set provided, IF damaged. The replacement should be done by an adult.

PLEASE READ VERY CAREFULLY BEFORE FITTING NEW PROPELLERS!!!!



First, loosen the two screws at the bottom of the propeller set.

Loosen the four screws on the top of the propeller set.

Remove the lid and propellers.

Select a new propeller which is same direction as the old one. For example, if you want to change the propeller on the left side, please select the left propeller. The camber side should faces up.

Place the new propeller(s) back into position as well as the lid.



Battery Caution

- 1) Always follow the instructions carefully.
 - 2) Do not mix old and new batteries or batteries of different types.
 - 3) Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
 - 4) 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.
 - 5) Remove batteries when not in use. Always remove exhausted batteries from the controller. Dispose batteries safely.
 - 6) Non-rechargeable batteries are not to be recharged.
- 7) Battery installation should be done by an adult.
 - 8) Cyber Surfer is only to be charged under adult supervision.
 - 9) Only batteries of the same or equivalent type as recommended are to be used. Do not recharge other types of batteries.
 - 10) Do not charge Cyber Surfer for longer than specified in this instruction manual.
 - 11) Never charge the Cyber Surfer when the AC adaptor is wet.
 - 12) Always unplug the wires when not in use.
 - 13) Never leave a rechargeable Cyber Surfer unattended when charging.
 - 14) Rechargeable batteries are not recommended for use in the controller.
 - 15) Never short-circuit the battery terminals.

- 16) Dispose of old batteries promptly and properly; do not burn or bury them.
- 17) Do not dispose of batteries in a fire, batteries may explode or leak.
- 18) Do not disassemble a battery as it may burst and release toxic liquids.
- 19) Bent or dirty battery contacts may result in loss of power.
- 20) 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.
- 21) Charge the Cyber Surfer by using the supplied adaptor only.
- 22) The battery inside the Cyber Surfer is not replaceable, please do not try to replace the internal battery.



Broken Body

- Apply white glue to the broken areas and press them back into place. 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 done under adult supervision to ensure safety.

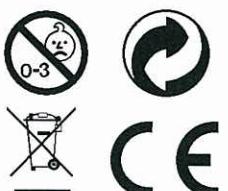
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
 (1) This device may not cause harmful interference, and
 (2) This device must accept any interference received, including interference that may cause undesired operation.
 Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

FCC RULES

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.

Finally, tighten the two screws at the bottom of the propeller set.



Waste electrical products/batteries should not be disposed of with household waste. Separate disposal facilities exist, for your nearest facilities.

Troubleshooting Guide

If you are experiencing difficulties with the Cyber Surfer, besides calling our customer service hotline, try checking these areas:

Problem	Solution
1 Cyber Surfer does not work. The LEDs are not lit but power is turned on or the LEDs on the Cyber Surfer are dim.	a) The battery may be drained. Recharge the Cyber Surfer for 70 minutes and try again.
2 Cyber Surfer is not responding to the controller.	a) The control distance is too great and out of signal receiving range. Control the Cyber Surfer from less than 20m to make the signal receive. Make sure the antenna of the Radio 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 to choose an alternative place to fly. c) The 9V battery in controller is exhausted, replace with fresh battery. d) Make sure the antenna is tightened. If the antenna were too loosen, then no signal can be transmitted. Screw the antenna tightened.
3 Cyber Surfer does not fly or turn properly.	a) The Cyber Surfer may be out of regulation after severe or multiple crashes, improper storage or change of temperature etc. Cyber Surfer needs to be regulated again. b) There may be dust and foreign objects etc. entangling in the propellers of the Cyber Surfer. Check it and make sure it is clean and free of restrictions to allow it to rotate correctly.

If there is any problem with Cyber Surfer, please call our customer service hotline: 877-4B2X-USA. Please do not return goods to retail stores directly. For enquiry: info@aok-ltd.com



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AOK Limited - Room 816, 8/F, Tower B, New Mandarin Plaza, 14 Science Museum Road, Tsim Sha Tsui, Kowloon, Hong Kong.

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