

POWER
Air Surfer™
Rule the Air™

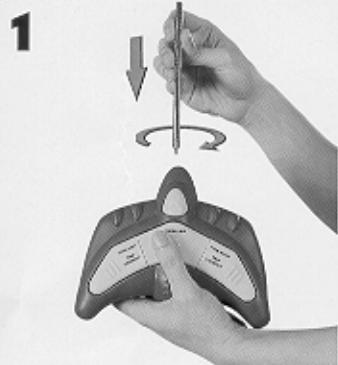


FLYING YOUR POWER AIR SURFER™ PLANE!

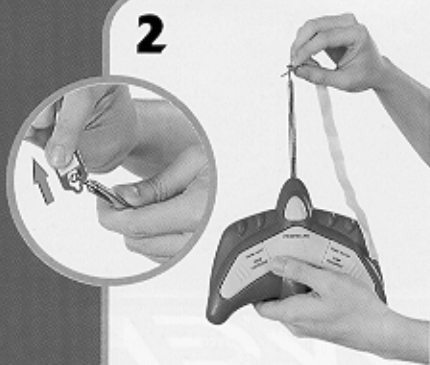
IMPORTANT:
• Please read instructions carefully before flying!

IMPORTANT!:

- 1) WE RECOMMEND TO ALWAYS FLY YOUR POWER AIR SURFER IN LARGE WIDE OPEN GRASSY AREAS THAT ARE FREE OF OBSTACLES, OVERHEAD WIRES, TREES, BUILDINGS, AND OTHER OBSTRUCTIONS.
- 2) FLYING IN LIGHT WINDS ON A CLEAR DAY IS BEST.
- 3) DO NOT FLY IN VERY WINDY CONDITIONS.
- 4) FLYING IN HIGH WINDS MAY RESULT IN POOR FLIGHT PERFORMANCE AND MAY CAUSE YOUR PLANE TO FLY OUT OF CONTROL, CRASH AND BECOME DAMAGED.
- 5) MAKE SURE THAT THE RECHARGEABLE PLANE BATTERY IS FULLY CHARGED BEFORE FLYING.



- Insert Antenna about 3 inches into controller and screw-in clockwise.



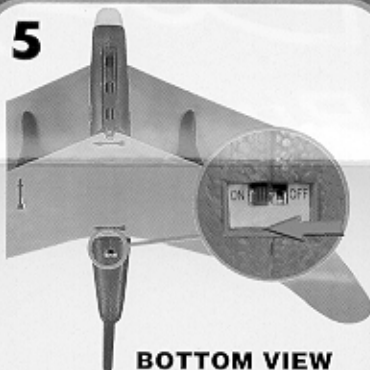
- Hook the Wind Ribbon around the Antenna and 'click' into place.



- Fully extend Antenna to about 3 feet.



- Turn on the controller by pushing the Power ON/OFF switch up. The red ON/OFF indicator should light up when the controller is in use.



BOTTOM VIEW

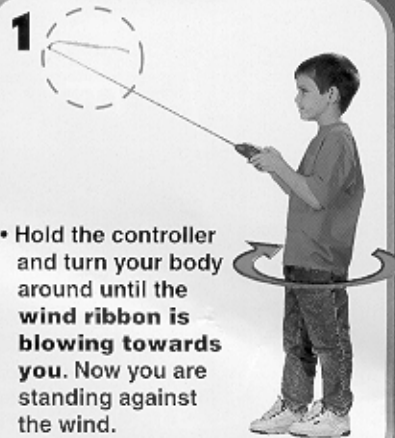
- Turn on the plane by turning the Power ON/OFF switch to ON.

READY FOR LAUNCH!

BEFORE YOU FLY:

CHECK WIND CONDITIONS. OPTIMAL WEATHER CONDITIONS FOR FLYING THE POWER AIR SURFER™ PLANE ARE WIND SPEEDS BETWEEN 2-8 MPH. WIND AND RAIN CONDITIONS WILL AFFECT THE PERFORMANCE OF THE PLANE.

WHEN YOU LAUNCH YOUR PLANE MAKE SURE YOU ARE STANDING AGAINST THE WIND.



- Hold the controller and turn your body around until the wind ribbon is blowing towards you. Now you are standing against the wind.



FLYING ALERT!
Keep the plane and propellers away from your face and eyes when you launch.

- With a firm grip, hold the plane above your head and PARALLEL to the ground.



- Press the PROPELLER ON/OFF button ONCE to start propellers.

FLYING ALERT! After launching, let your plane climb in height before you use the controller to turn.

4

LAUNCH AGAINST THE WIND

• Then gently release plane into the air!



PROBLEMS WITH LAUNCHING!

HOLD PARALLEL TO THE GROUND TO LAUNCH

DO NOT TILT DOWN

DO NOT TILT UP

TIP: Try launching when the wind is light and steady, not blowing in irregular bursts.

FLYING ALERT! Do NOT tilt the plane slightly up or down when you launch, this may make your plane turn downwards and crash.

IMPORTANT:

- If you are having difficulty flying, the plane's power may be low and the rechargeable plane battery may need to be charged again.
- Please note that if you are flying in strong winds, it may be difficult for your plane to stay in the air. See TROUBLE SHOOTING section for further details.

CONTROLLING YOUR PLANE!

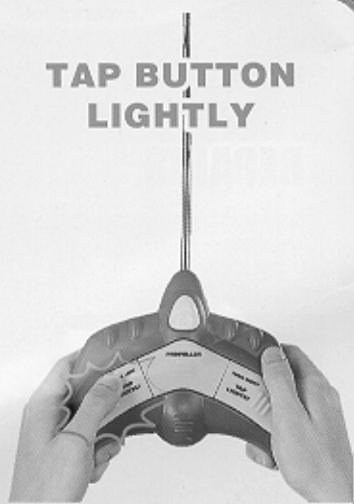
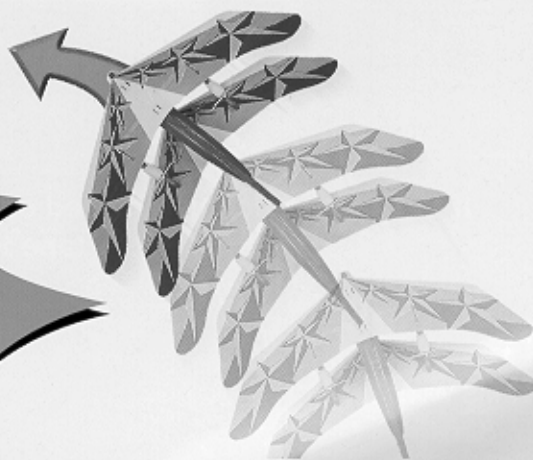
TURN LEFT

- TAP and quickly RELEASE the TURN LEFT Button. Keep tapping button to gently angle the plane towards the left.

FLYING ALERT!

- Before you use the controller to turn the plane, wait until your plane has climbed in height.
- If you press and hold the Turn button, the plane may sharply turn and descend. Remember to lightly tap button when turning.

TAP BUTTON LIGHTLY



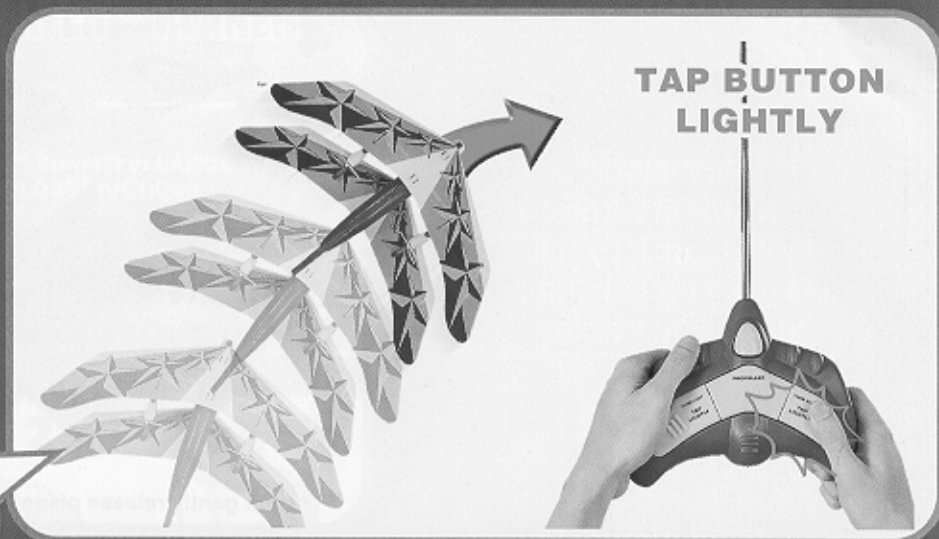
TURN RIGHT

- TAP and quickly RELEASE the TURN RIGHT Button. Keep tapping button to gently angle the plane towards the right.

FLYING ALERT!

• When pressing the TURN buttons, the plane may descend slightly since one of the propellers will stop, which makes the plane turn as well as slowing it down.

TIP: Remember that when the plane is coming towards you, the steering is opposite to the way you turn. Try imagining that you are in the pilot's seat, this may help you turn the way you want.



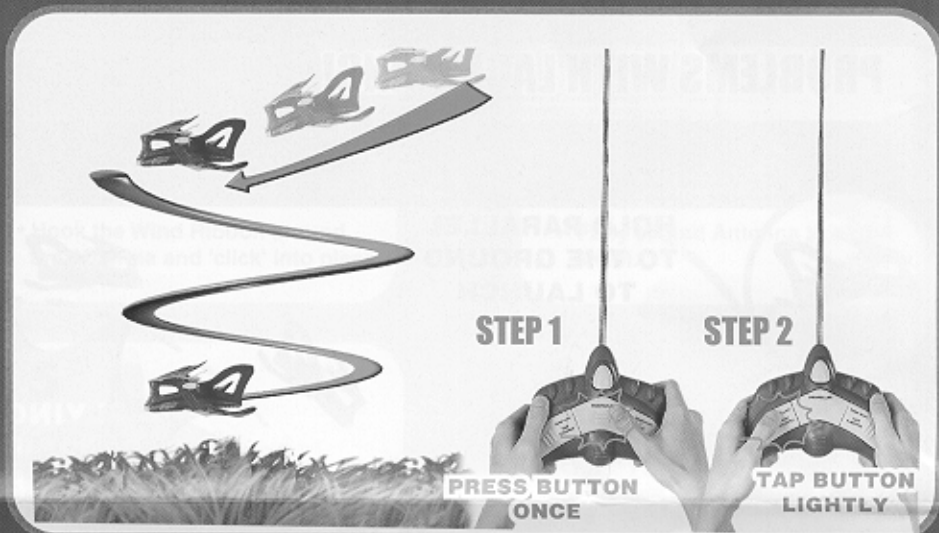
LANDING

STEP 1

Search for a clear area to land. Then press the PROPELLER ON/OFF button once to turn the propellers off, which causes the plane to descend.

STEP 2

Then lightly tap one TURN button and keep tapping. This powers the propellers in short bursts making the plane slowly spiral down to the ground.



STEP 3

For a smooth glide-in landing, stop tapping the TURN buttons when the plane is about 2 feet above the ground.

TIP:

• Alternatively, try landing by turning the POWER ON/OFF switch to off (on the controller). This should cut the power and make the plane to slowly glide to the ground.

• Flying the Power Air Surfer™ Plane is sometimes tricky and takes a little practice, so keep trying and soon you'll be flying like an expert pilot!



REPAIRS

If the wings become cracked or damaged, use clear tape to easily repair them.



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DN14022us01b

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VISIT OUR WEBSITE: www.airsurfer.hasbro.com

ITEM NO.14022

AGES 8+



IMPORTANT:

- Please read instructions carefully before flying!
- Keep these instructions as they contain important information.

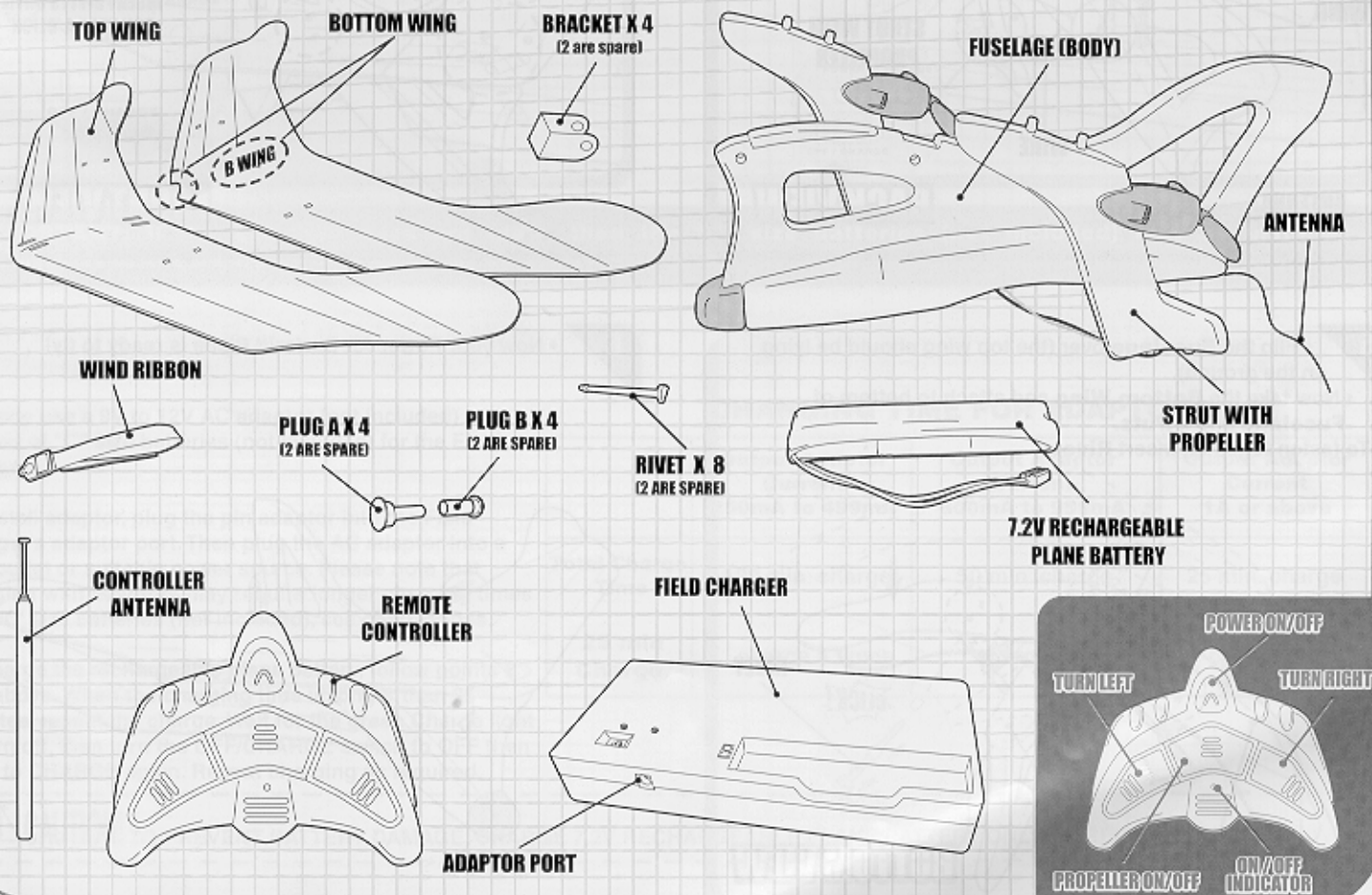
Rule the Air™ with the Power Air Surfer™ Plane! It's a dream to fly! The Power Air Surfer™ Plane flies like a high performance plane with an easy take off and smooth glide-in landing. Climb up to the skies or cruise in the air, the Power Air Surfer™ Plane has easy-to-use flying controls to turn right or left, or to perform amazing stunts. The Power Air Surfer™ Plane also practically lands itself when it flies out of range! Please follow these basic instructions and you'll be soon flying like an expert pilot.

Optimal weather conditions for flying the Power Air Surfer™ Plane are wind speeds between 2-8mph. Wind speed and rain conditions will affect the performance of the plane.

SAFETY PRECAUTIONS!

1. Recommended for use in **LARGE WIDE OPEN GRASSY AREAS.**
2. Never fly or follow the Power Air Surfer™ Plane into the streets.
3. Keep plane clear from face and eyes.
4. Point plane away from face when launching.
5. Do not launch at people or animals.
6. Make sure people know that you are playing with Power Air Surfer™ Plane.
7. Do not fly near overhead wires, trees, buildings or any other obstructions.
8. Do not play outdoors during thunderstorms or adverse weather conditions.
9. Use only charger included in this package.
10. Use only controller included in this package.
11. Adult supervision is recommended.
12. Always turn your plane and remote controller "OFF" when not in use.
13. **KEEP FINGERS AWAY FROM MOVING PROPELLERS AT ALL TIMES.**

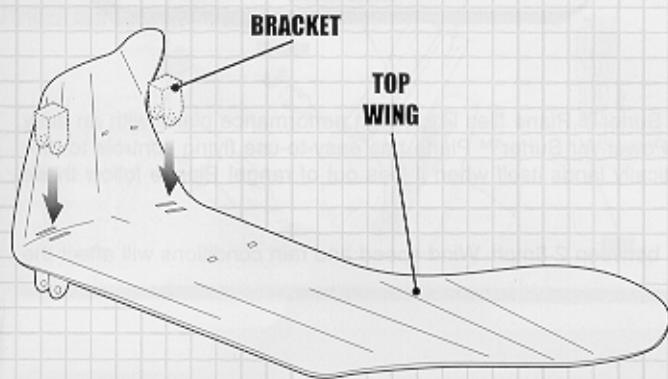
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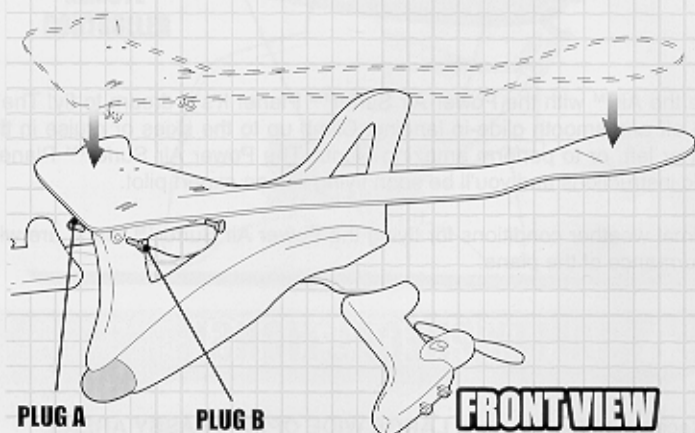
ASSEMBLING YOUR POWER AIR SURFER™ PLANE

Before you start assembling, ask an adult to help. Take all items out of the package and identify the parts.

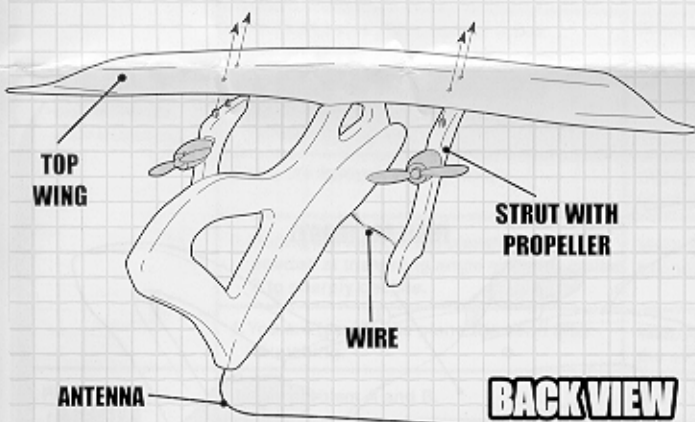
- 1** • Insert **Brackets** into **Top Wing**.



- 2** • Place top wing onto Fuselage. Then fasten together by inserting **Plug A** and **Plug B** until secure as shown.

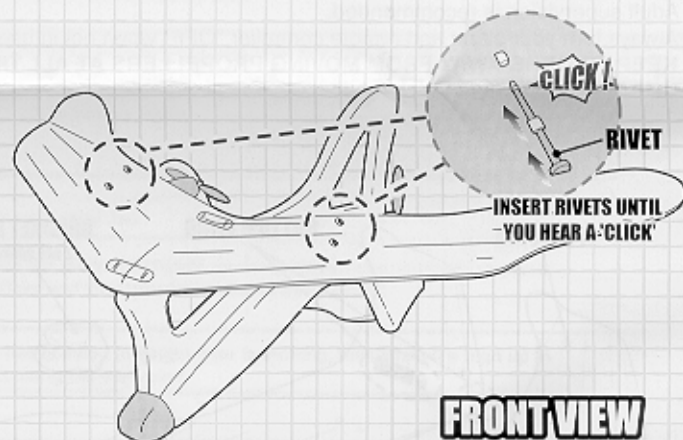


- 3** • Take each **Strut with Propeller** and attach it to the underside of the **Top Wing**.
• Make sure that the strut's wire is on the bottom and each propeller is facing the plane's tail end as shown.
• Gently uncoil the plane's Antenna making sure it's straight.

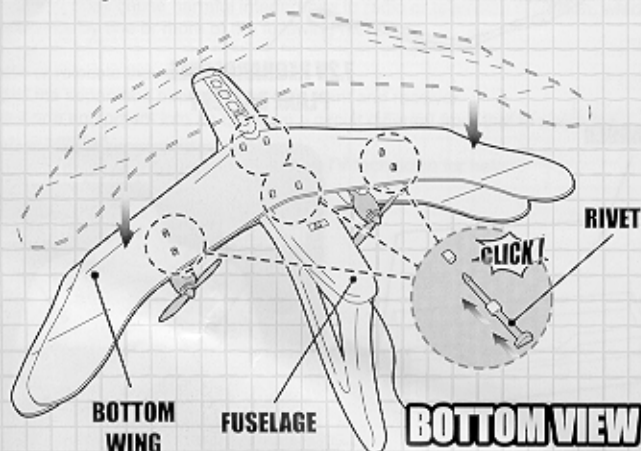


- 4** • Insert **Rivets** to fasten strut to top wing.

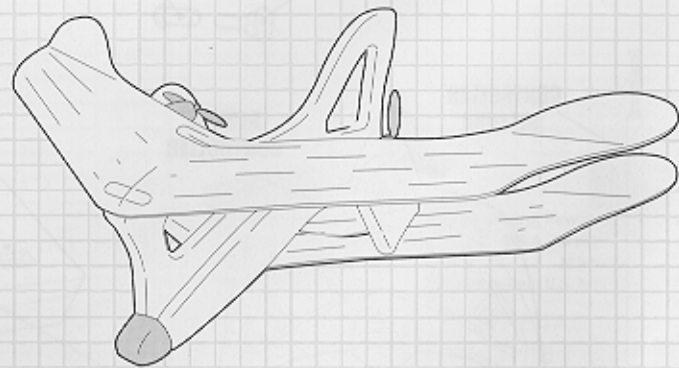
TIP: If it is difficult to insert the rivet from one side, try inserting from the other side.



- 5** • Flip the **Fuselage** over (the top wing should be lying on the ground).
• Now take the **Bottom Wing** and attach to bottom of **Fuselage** and **Struts**.
• To fasten together, insert **Rivets**.



- 6** • Now your Power Air Surfer™ Plane is ready to fly!



CHARGING YOUR POWER AIR SURFER™ PLANE

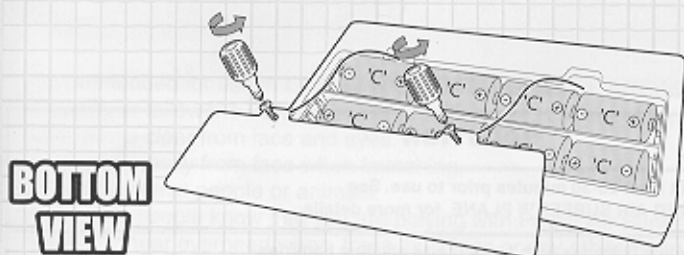
⚠ CAUTION !!! IMPORTANT BATTERY INFORMATION

TO AVOID BATTERY LEAKAGE:

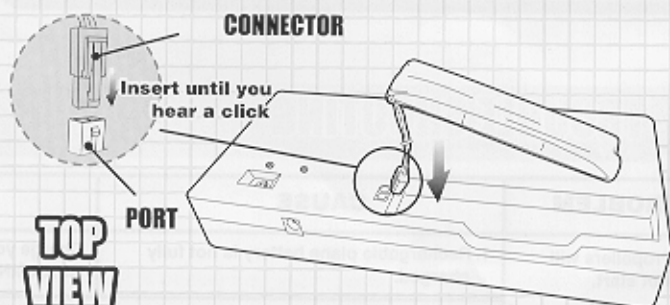
- Be sure to insert the batteries correctly and always follow the toy and battery manufacturer's instructions;
- Please respect the correct polarity ⊕ and ⊖;
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
- Always remove weak or dead batteries from the product;
- Do not throw batteries into fire;
- Remove rechargeable batteries from the toy before being charged;
- Use only the battery types as recommended;
- Do not short-circuit the battery contacts.

EVERY TIME YOU FLY THE POWER AIR SURFER™ PLANE (INCLUDING YOUR FIRST FLIGHT), YOU FIRST NEED TO CHARGE THE 7.2V RECHARGEABLE PLANE BATTERY FOR 25-30 MINUTES.

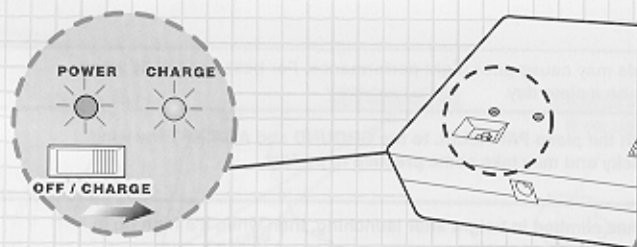
- 1**
- To install batteries into Field Charger, unscrew multiple screws on **Battery Cover**.
 - Insert **eight "C"** size alkaline batteries (not included), making sure to match the polarity direction.
 - Replace **Battery Cover**.



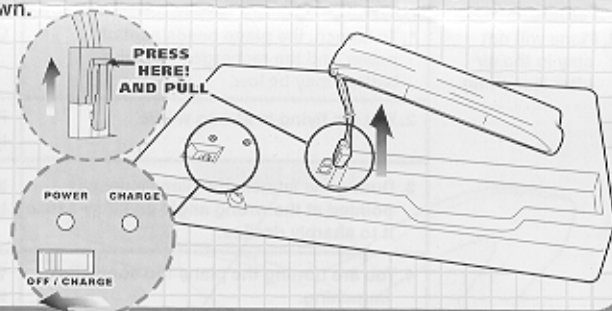
- 2**
- Install 7.2V rechargeable plane battery by plugging the **Connector** to the **Port**, until you hear a click as shown.



- 3**
- Turn the **OFF/CHARGE** switch to **CHARGE**, which starts a 25-30 minute charge.
 - The red **POWER** light should glow, indicating that the Field Charger has enough power to charge and the flashing green **CHARGE** light indicates that charging has started.



- 4**
- When the green **CHARGE** light turns off, the rechargeable plane battery is ready for use.
 - Turn the **OFF/CHARGE** switch to **OFF**.
 - To remove rechargeable plane battery, press Plug and pull as shown.



IMPORTANT: If the red light does not glow, then the "C" size batteries (not included) may be installed incorrectly or the batteries may be old or defective.

USING AN ADAPTOR (NOT INCLUDED)

You may use a 9V to 12V AC adaptor (not included) instead of "C" size batteries (not included) for the Field Charger.

To install adaptor, plug the pin adaptor into the Field Charger's adaptor port. Then plug the AC adaptor into a wall outlet or suitable power source. Please note that charging with adaptors may require longer charging times than "C" size batteries (not included), see chart across.

To charge the rechargeable plane battery, follow points 2 to 4 above. When the charging time is longer than 25 minutes, repeat the charge. Wait for the green Charge light to turn off, then turn the OFF/CHARGE switch to OFF then back to CHARGE again. Repeat charging as required.

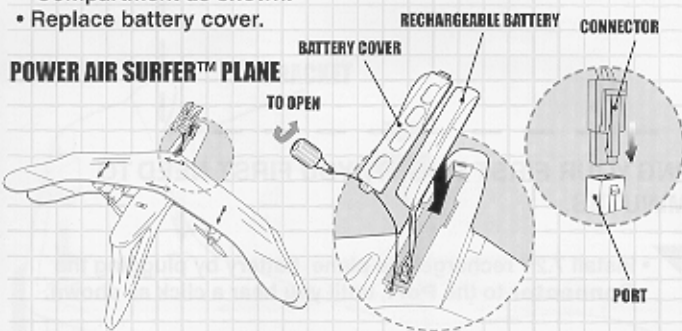
CHARGING TIME FOR ADAPTORS

	Output Adaptor Current 250mA to 499mA	Output Adaptor Current 500mA to 999mA	Output Adaptor Current 1A or above
Total Charge Time	100 min. charge	50 min. charge	25 min. charge
25 min Charge	charge 4 times	charge twice	charge once

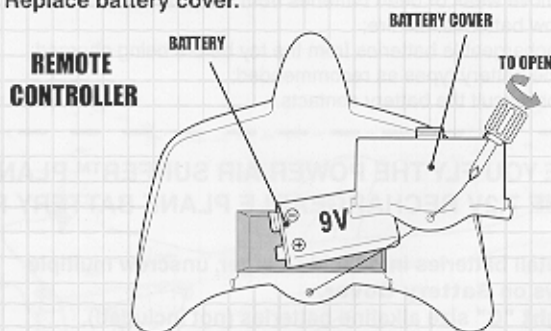
⚠ CAUTION! TO PREVENT BATTERY DAMAGE, CHARGE 7.2V RECHARGEABLE PLANE BATTERY ONLY AS RECOMMENDED.

INSTALLING BATTERIES

- 1**
- First charge 7.2V Rechargeable Plane Battery (see CHARGING YOUR POWER AIR SURFER™ PLANE).
 - To install, unscrew single screw on Battery Cover.
 - Plug **CONNECTOR** into the Port as shown.
 - Insert the 7.2V Rechargeable Plane Battery into Battery Compartment as shown.
 - Replace battery cover.



- 2**
- To install battery, unscrew single screw on Battery Cover.
 - Insert one 9V Battery, (not included) into the Remote Controller.
 - Make sure to match the ⊕ and ⊖ polarity direction.
 - Replace battery cover.



TROUBLE SHOOTING

PROBLEM	CAUSE	SOLUTION
A. Propellers will not start.	1. Rechargeable plane battery is not fully charged.	Charge your plane for at least 25-30 minutes prior to use. See CHARGING YOUR POWER AIR SURFER™ PLANE for more details.
	2. Field Charger does not have enough power to charge the Rechargeable Plane Battery.	Replace the Field Charger's batteries with fresh C size alkaline batteries.
	3. Battery for the controller is old and used.	Replace battery with fresh Alkaline Battery (9V).
	4. Rechargeable plane battery is not connected to plane.	Make sure to plug in battery's connector to port until you hear a click.
B. Plane will not stay in the air after launching.	1. To launch, the plane needs a lot of power and the rechargeable plane battery may be low.	Charge rechargeable plane battery again.
	2. You are flying in strong winds.	Flying in strong winds may cause poor flight performance. For best results, fly when there are light winds on a clear day.
	3. During the launch, the plane's nose is pointed at the wrong angle and may cause it to sharply decline.	Make sure you launch the plane PARALLEL to the GROUND and AGAINST the wind. Launching can be tricky and may take some practice to perfect.
	4. You are turning the plane too soon after launching.	Wait until the plane has climbed in height after launching, then when it's high up in the air, you can start using the controller.
C. Plane does not respond to controls.	1. See problem A and B.	
	2. The plane is not receiving the controller's signal.	Pull out and fully extend the antenna on the controller to about 3 feet.

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.

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 one 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.

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.



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DN14022us01b

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