

Air Swimmers™ Instructions

View the video instructions online at www.airswimmers.com (follow shark instructions)

Congratulations on your purchase of Air Swimmers™—the insanely fun, fully-maneuverable remote control flying fish! This product should be assembled by an adult and used with adult supervision only. Please pay attention to all the instructions and warnings in this manual—we put all of them here for a reason! This product may not operate at high elevations. Assembly and operation require some basic mechanical ability.

Part A: Assembly

Fill both the fish and bobber balloons with helium at any party store, flower shop or grocery store that sells balloons. You may also buy a small party helium tank that will fill the fish several times. However, some party tanks contain helium diluted with air. This mixture will not work as well as non-diluted helium, especially at higher elevations or in hot climates. Inflate the balloon so that the skin is tight. If someone inflates the balloon for you, make sure they use undiluted helium and fill it so that the skin is tight. When properly inflated the balloon will be very firm. Most of the small wrinkles (1-3 inches long) on the top and bottom of the balloon should disappear, leaving only larger wrinkles spaced about 2-3 inches apart. Helium tanks should be used by adults only. Tie the enclosed ribbon to the balloon and box when transporting as shown so that your fish does not float away. Tie the lightweight ribbon to the bobber.



The balloon has a self-sealing valve that does not require tying off with a ribbon. This allows you easily to re-fill the balloon as needed



Watch Online Instructional Video! It's easy, fun and simple.

View at www.airswimmers.com

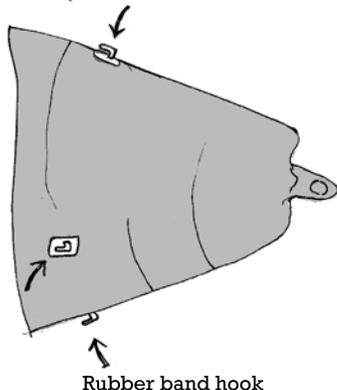
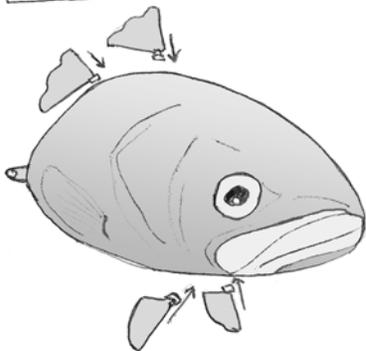
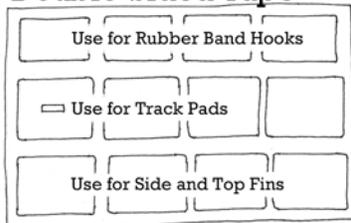
(follow shark instructions)

Apply the double-sided tape to the plastic mounting pads on the (four) Fins, (four) Rubber Band Hooks, and (three) Track pads as shown. This will be used to attach the parts to the balloon.

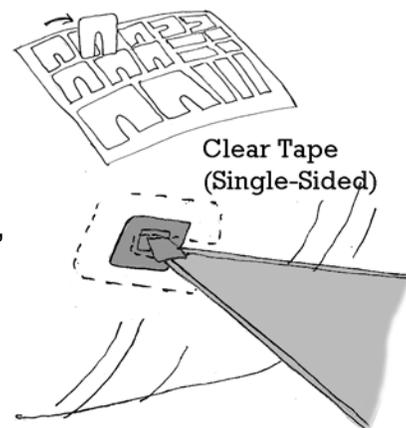
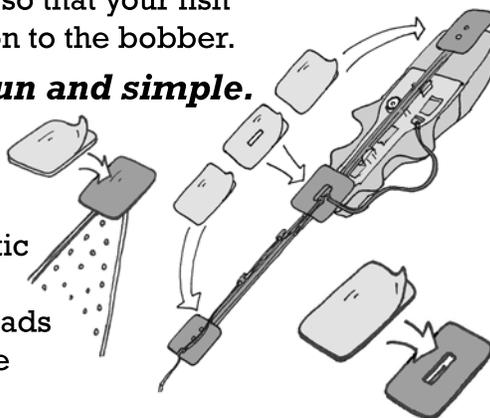
Locate each fin's attachment point on the balloon (marked with "X" and the text "Place fin here"). Reference the drawing to the left and the image on the box for correct placement locations. Remove the liner of the double-sided tape, press the fin onto the "X", then put the small tooth-shaped clear tape patches over the fin tabs (see image to the right). If the "X" is located in crease, place the fin on the closest flat area.

Place the four hooks on the "X" symbols marked "place hook here" as shown. Make sure the engraved arrows on the hooks face the head of the fish. Place a small tooth-shaped clear tape patch over each hook tab as shown. Run your finger over the clear tape, making sure it is in contact with the balloon's surface.

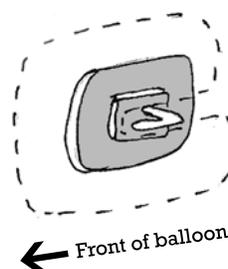
Double-Sided Tape



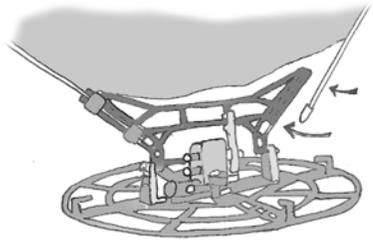
Rubber band hook



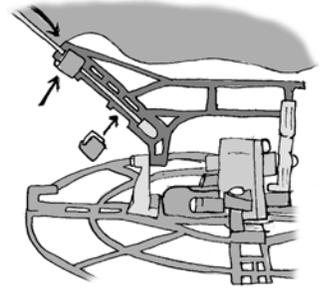
Clear Tape (Single-Sided)



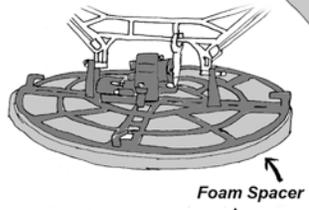
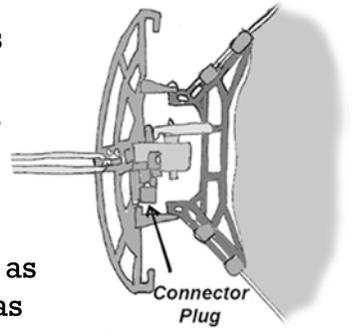
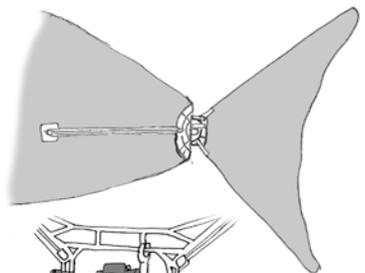
← Front of balloon



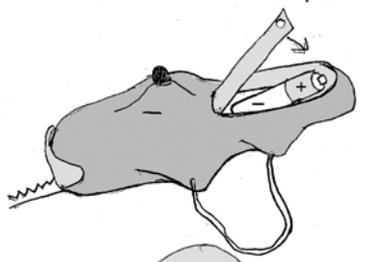
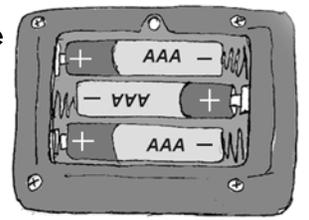
Attach the tail fin to the fin assembly as shown. Place the capped rods into the groove, and slide the clips on from the side.



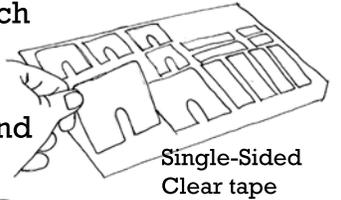
Attach the fin assembly to the hooks on the fish with rubber bands as shown. The rubber bands are attached on both sides, top and bottom. The rubber bands can be tightened as the balloon deflates. Make sure the motor connector plug faces the bottom of the balloon. Make sure the round foam spacer is between the tail fin assembly and the balloon.



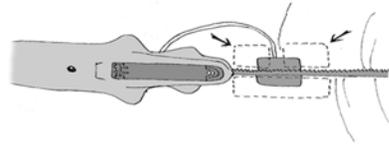
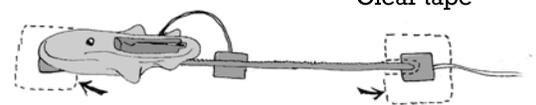
Insert one new 1.5 volt AAA battery in the fish's pod as shown. Insert three AAA batteries in the controller as shown. Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries. It is recommended that you test the controller and pod at this point. A red light will indicate that the unit is powered on. If the pod does not respond to the controller, reference *Part C: Pairing*.



Next, you will attach the pod and track to the underside of the balloon. Have a friend hold the balloon upside down for you. Remove the backing from the double-sided tape you previously applied to the pads. Place the two large tooth-shaped clear tape patches over the track tabs on each end of the track. Press the track onto the balloon, making sure the wire exits towards the back of the fish and the 'mouth' of the pod is facing forward. Place the very back end of the track at the Track Placement Number shown below.

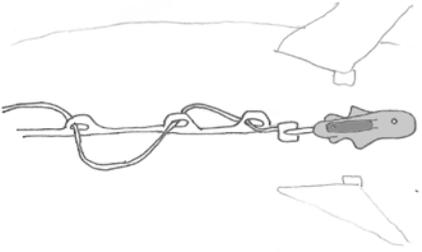


Your Altitude	Track Placement Number
0-1000 feet	3
1000-2000 feet	2
2000+ feet	1

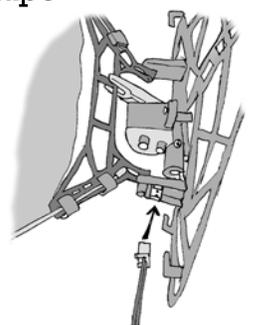


Align the back of the plastic track with the Track Placement Number.

Apply the smaller rectangles of clear tape to the center pad of the track, making sure they do not interfere with the free movement of the pod's wire (the wire should exit the track center section sideways). Keep the track straight when installing. If the track curves too much, the pod will not move along the track freely. Clear packing tape works extremely well as a replacement for the clear tape, if needed.



Thread the tail motor wire through the eyelets in the balloon as shown. Plug the wire into the tail motor as shown. Tuck any extra wire under the bottom rubber band.

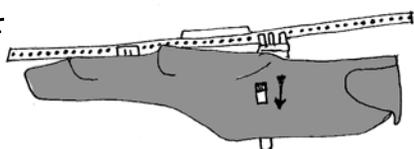


IMPORTANT: For your Air Swimmer to operate correctly, it is very important to balance it correctly. You will need to re-balance the Air Swimmer as flight conditions change.

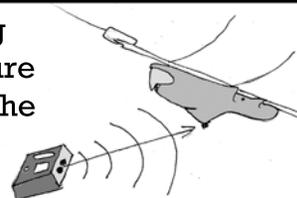
Make the fish *neutrally buoyant* so that it floats in midair without drifting towards either the ceiling or the floor. To do so, place the included putty into the pod mouth as needed to make the fish heavier until the fish neither rises nor falls. In some cases, you will need to add coins to the pod mouth to provide additional weight. If the fish starts to descend, remove some of the putty. Close the pod mouth by sliding the two ends of the plastic cover into the mouth hole. Place the extra putty in the compartment in the controller as shown. You will use this putty in the future to correct the weight balance as your balloon deflates or is re-inflated. Congratulations! Your Air Swimmer™ is ready to fly!

Part B: Flight

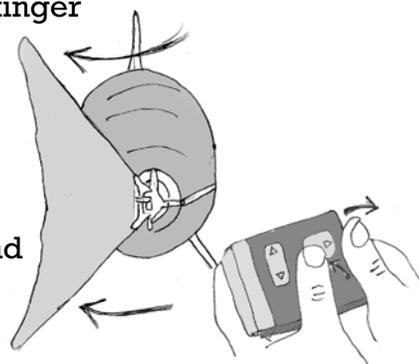
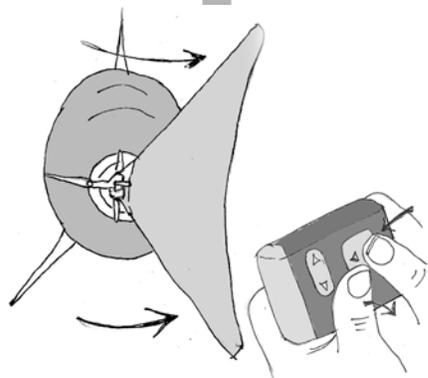
Turn the power switch to “on” in both the controller and the fish’s pod.



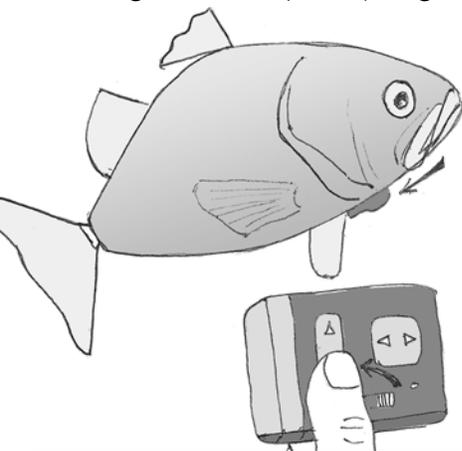
The controller operates using infrared technology. Make sure that the lights on the front of the controller always point at the infrared receiver on the pod. Do not cover the front of the controller with your finger or other object.



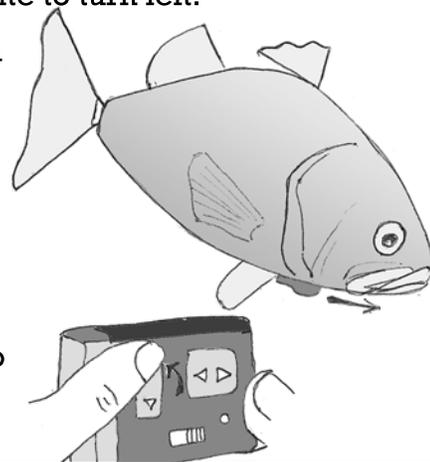
To move the fish forwards, alternately push each side of the tail button to make the tail move back and forth. Press right, left, right, left in a steady rhythm to make the fish move forward. Try faster and slower rhythms to find the best speed. Remember to keep the controller’s lights pointed at the pod!



In order to turn right, push the right side of the tail button more often than the left side. You may also press the right side longer than the left side. For example, a good rhythm for turning right is: left (short), right (long), left (short), right (long). Do the opposite to turn left.



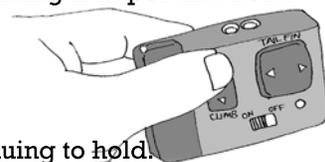
To make the fish go up, use the climb button to make the pod move backwards on the track so the fish’s nose points up (see left). Then move the tail back and forth (using the tail button) to swim up. To make the fish go down, press the dive button. This moves the pod forward so the fish’s nose points down (see right). Then move the tail back and forth to swim downwards. Do not continue to hold down the climb/dive button once the pod reaches the end of the track.



Part C: Pairing (if needed)

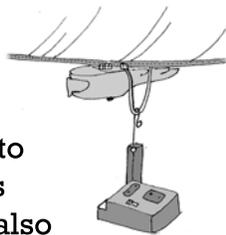
Each Air Swimmer™ comes already “paired” to its specific controller, allowing you to fly more than one fish in the same area without interference. An Air Swimmer can become un-paired from its controller so if the batteries are allowed to run all the way down. If you find that an Air Swimmer™ is not responding to its controller, follow these steps: Timing is important. Read all steps before proceeding. Repeat pairing process if necessary.

1. Start with the Air Swimmer’s™ pod turned OFF and the controller turned OFF.
2. Point the controller at the Air Swimmer™. Lights on the controller must not be covered.
3. Turn ON the Air Swimmer’s™ pod then complete STEP 4 within 10 seconds.
4. Press and hold down the “dive” button on the controller, then turn the controller ON while continuing to hold.
5. Wait for five seconds. The flashing light pattern on the pod should change. The pairing should be complete.

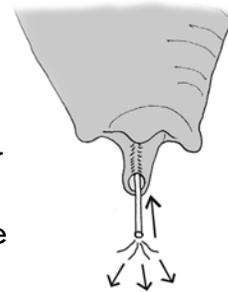


Part D: Deflation & Storage

When not using your Air Swimmer™, you can dock it to the controller as shown. You can also keep your Air Swimmer™ out of the way by removing some weight and allowing it to float gently to the ceiling.



To deflate the balloon for long term storage, slide a long thin drinking straw at least six inches into the valve of the balloon as shown. Slowly and gently press on the balloon until empty of helium. This may take several minutes. Try placing a blanket over the fish to apply gentle pressure. Fold the balloon carefully to store. You may refill the fish with helium many times. Never inhale helium.



Part E: Safety

1. Never inhale helium.
2. Do not operate your Air Swimmer™ in direct sunlight or under bright lighting conditions. This interferes with the signal from the controller.
3. Use indoors only and with adult supervision.
4. Do not paint or apply stickers to the Air Swimmer™ or controller.
5. Do not punch, kick, poke, pull on, or apply excessive force to the Air Swimmer™.
6. Fly your Air Swimmer™ in an enclosed indoor environment with calm air conditions.
7. Do not use Air Swimmers™ in or around water or in damp environments.
8. Make sure your flying area is free of hot lamps, spinning fans, air conditioner drafts, sharp objects or other hazards.
9. Choking hazard. Not for children under three years of age. Long cord may represent a strangulation hazard.
10. Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries. Non-rechargeable batteries are not to be recharged. Rechargeable batteries are to be removed from the toy before being charged. Rechargeable batteries are only to be charged under adult supervision. Different types of batteries or new and used batteries are not to be mixed. Batteries are to be inserted with the correct polarity. Exhausted batteries are to be removed from the toy. The supply terminals are not to be short-circuited.

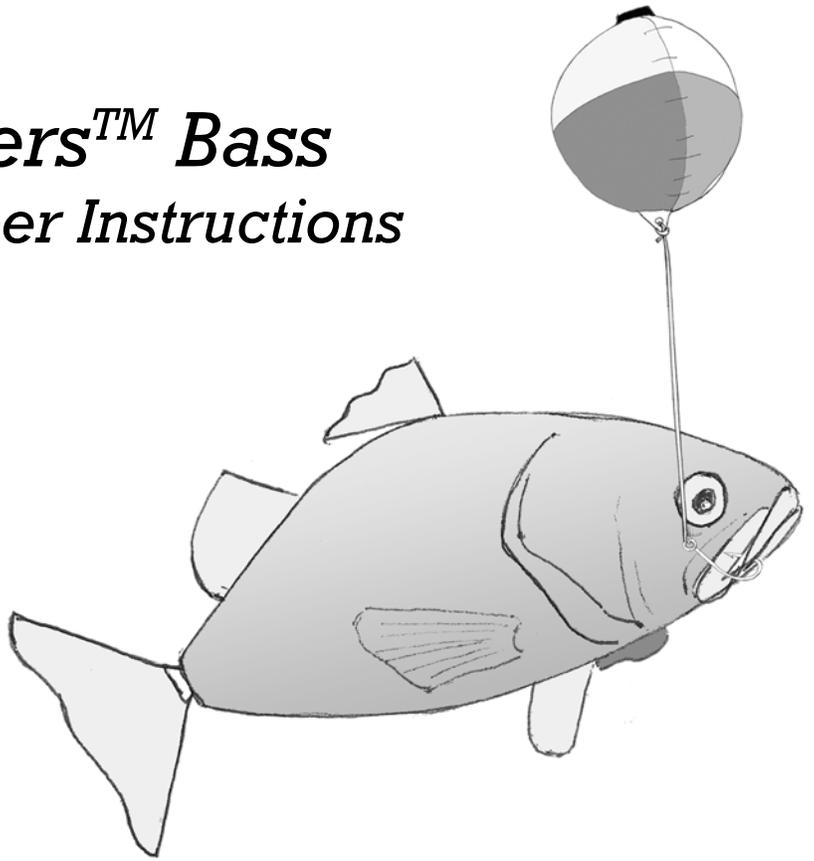
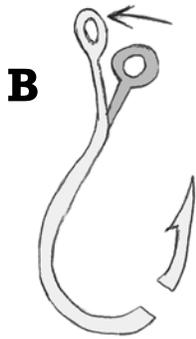
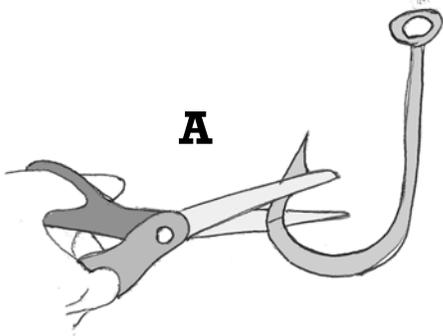
Part F: Hints & Tips

1. Watch online instructional video at www.AirSwimmers.com for additional flight and assembly tips.
2. Always point the controller at the fish's pod.
3. Do not cover the front of the controller with your finger or other object. The path between the controller and the Air Swimmer™ must be clear of obstacles such as walls, people and furniture.
4. If the balloon loses some of its helium, slide a drinking straw 2-3 inches into the valve and blow air into the straw until the balloon is filled tightly again. Remove the straw. You can also shorten rubber bands on the tail by tying a knot in them to increase the pressure in the balloon.
5. If your flying area has high ceilings, tie a piece of fishing line to the Air Swimmer™ so you can retrieve it if it floats up to the ceiling.
6. This product may not work at high elevations depending on altitude, temperature, humidity, and helium/air dilution. If you plan to fly your Air Swimmer™ at higher elevations, use non-diluted helium and slightly overfill the balloon to increase its lift. Reduce weight by not installing the rubber band hooks and rubber bands on the top and bottom of the balloon (only use ones on the sides). To save weight, you may also leave off the clear plastic reinforcement tape over the fin bases. Lithium AAA batteries are significantly lighter (and more powerful) than Alkaline or Standard batteries and can be used to save weight.
7. As the balloon loses helium, you will need to remove some of the ballast (putty and/or coins).
8. The fish should float level when assembled correctly (when the pod is centered on the track). If the fish floats with its nose high in the air, move the track and pod assembly forward. If the fish floats with its tail in the air, move the track and pod assembly backwards.
9. Clear packing tape works extremely well as a replacement for the clear tape, if needed.

William Mark Corp
Claremont, CA 91711

View any updates to the instructions and video instructions online at www.airswimmers.com

Air Swimmers™ Bass Fishhook & Bobber Instructions



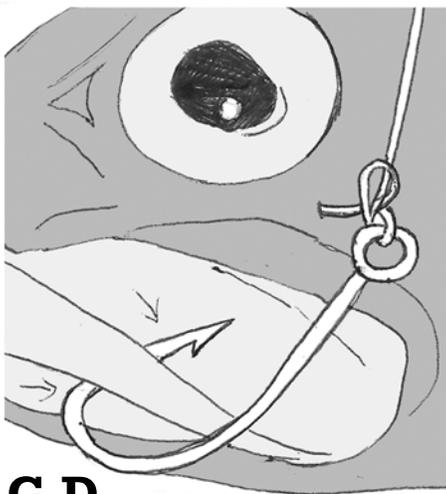
* The bobber should already be filled with helium and have the lightweight ribbon tied to it from page 1. *

A - Cut the fishhook into two pieces by cutting on the black line.

B - Peel the two parts of the fishhook sticker from the backing.

C - Stick the two pieces of the fishhook onto the bass balloon as shown.

D - Tie the free end of the bobber's lightweight ribbon to the fishhook.



C,D