

STEP 2 : INSTALLATION OF BATTERIES

Remote Controller:

1. Switch the power to the "OFF" position.
2. Unscrew and remove the battery compartment cover, located on the back of the handset, with a Phillips screwdriver (see fig. 2).
3. Insert 1 x 9V Alkaline battery in the proper direction as indicated inside the battery compartment (see fig. 2).
4. Put the battery cover back on & tighten the screw securely.
5. Switch the power to the "ON" position.

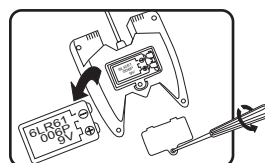


Fig. 2

Craft:

1. Check that the power indicator at the top of the ship is "OFF." If not, push the power ON/OFF button once to turn off the ship.
2. Unscrew and remove the battery door at the back of the craft (see fig. 3).
3. Plug a fully charged 9.6V NiCd Battery Pack (see fig. 3.)
4. Put the battery door back on & lock it securely.
5. Press the power button and the indicator will turn on.

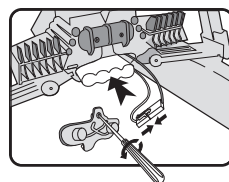


Fig. 3

STEP 3: USING YOUR SHADOW SHIFTER

1. Screw the telescopic antenna into the opening at the top of the Remote Controller and slowly stretch the antenna to full length.
2. Switch Remote Controller "ON" and the power indicator will light up (see fig. 4).
3. Carefully put the craft on a clear water surface.
4. Hold the ship hull and press the power ON/OFF button at the top of the craft, the indicator will turn on (see fig. 5).
5. Press the left and right buttons to transform the ship between High-Speed and Stealth Modes (see fig. 4). The craft will run at turbo speed only when the main hull is transformed to its highest position (see figs. 6 & 7).
6. Use the Left & Right control sticks to make the craft run FORWARD, LEFT, RIGHT and BACKWARD. The craft will not go straight BACKWARD for balancing purposes (see fig. 4).
7. Make sure to power off the craft before taking the craft out of water to **AVOID QUICK SPINNING PROPELLERS**.
8. Please lift and hold the ship sideways at different orientations to allow the water to drain for at least 15 seconds.
9. Fully retract the antenna and turn the handset "OFF" after playing.

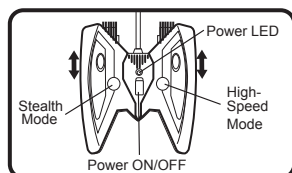


Fig. 4

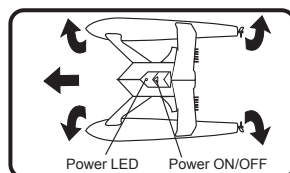


Fig. 5

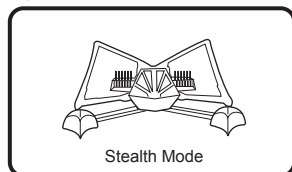


Fig. 6

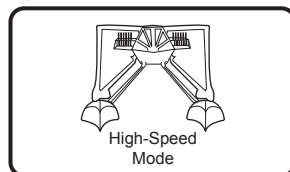


Fig. 7

STEP 4 : RECHARGING THE BATTERY

After playing for approximately 20 minutes, the performance of your toy will decrease. It is time to charge your Battery Pack. Please follow the recharging instructions included with your Battery Pack and Charger. If the battery is warm, please allow up to twenty minutes for it to cool before recharging.

OPERATIONAL TIPS AND HELPFUL HINTS

- Stretch and retract the antenna slowly and avoid using brute force.
- Please make sure the handset is turned "ON" before turning the craft "ON" or "OFF."
- Make sure the battery door of the craft has screwed shut securely before playing.
- The craft has a built-in smart sensor and it can operate only on water.
- Make sure to turn the craft "OFF" before taking it out of the water.
- If the craft is getting too far away from you, the Automatic Retrieval System (ARS) will transform the craft to Stealth Mode and navigate in a circular path. Move the handset closer to the craft to re-establish signal connection.
- This toy is designed to run on fresh water with little current, please do not play on the sea.
- Do not operate during thunderstorms.
- When your toy starts to lose power, it may experience loss of functions or performance. If this happens, simply recharge your Battery Pack again and/or replace the Handset battery.
- The toy is operated by radio waves. It is possible the unit may not perform properly due to interference from nearby devices such as a cordless phone, hair dryer, radio, walkie-talkie or other radio-controlled toys.
- Avoid sand and snow when operating your toy.
- Do not submerge the toy or the handset in water.
- Always select a safe place to play.
- Keep fingers, hair and loose clothing away from the propellers while the vehicle is switched "ON."
- Please drain the water and clean the toy with a clean, dry cloth after playing.
- If the toy or the battery is low on power, the craft will stop running.
- Do not get your rechargeable battery wet. If you do, dry it immediately.

TROUBLE SHOOTING

1. If your toy responds slowly or fails to operate:
 - Make sure the batteries in both the Handset and toy are installed properly.
 - Recharge your Battery Pack and/or replace the Handset battery.
 - Make sure both the toy and the handset are turned "ON."
 - Make sure the Battery Contacts have not become dirty. If they have, simply brush them with a dry cloth.
 - Move the remote control handset closer to your toy to determine the best communication between the remote handset and the toy.
2. Upon extensive playing, the protective circuitry may shut down the craft automatically to avoid overheating. It is recommended to allow the craft to cool down for at least 20 minutes before restarting. In case you really need to control the craft back, to avoid being washed away, before resting, please restart the homing signal after one minute.

SAFETY BATTERY PRECAUTIONS

- 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.
- Only batteries of the same or equivalent type as recommended are to be used.
- 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.
- Do not dispose of the batteries in fire; batteries may leak or explode.
- Batteries should be replaced by an adult.
- Use alkaline batteries for better performance.
- When not in use for an extended time, remove batteries to prevent possible leakage.

IMPORTANT! TOYS INTENDED TO BE USED IN WATER ARE TO BE OPERATED IN WATER ONLY WHEN FULLY ASSEMBLED IN ACCORDANCE WITH THE INSTRUCTIONS.