

MOTORWORKS™ Arleigh Burke Destroyer

AGES 8+

(((RADIO CONTROL)))

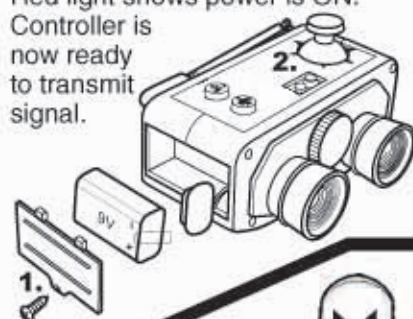
1 GETTING READY FOR PLAY ADULT SUPERVISION AND ASSISTANCE IS REQUIRED TO PREPARE THE AIRCRAFT CARRIER FOR PLAY

INSTALL THE BATTERIES AND TURN ON THE POWER

CONTROLLER

1. Remove Battery Cover and insert the 9V Battery in the correct polarity as shown. Replace Cover.

2. Press ON/OFF Power Button. Red light shows power is ON. Controller is now ready to transmit signal.



3. Twisting the Top of the Torpedo from side to side, pull the Top off the Torpedo. Insert 2-"AAA" Batteries in the correct polarity as shown.

TORPEDOES

Reinsert the Torpedo Top onto the Base. Be sure the Battery ends align correctly with the electrical contacts in the Base, by checking that the Alignment Pin on the Base fits into the Alignment Slot in the Top. Push the two Torpedo halves together tightly.



THE SHIP

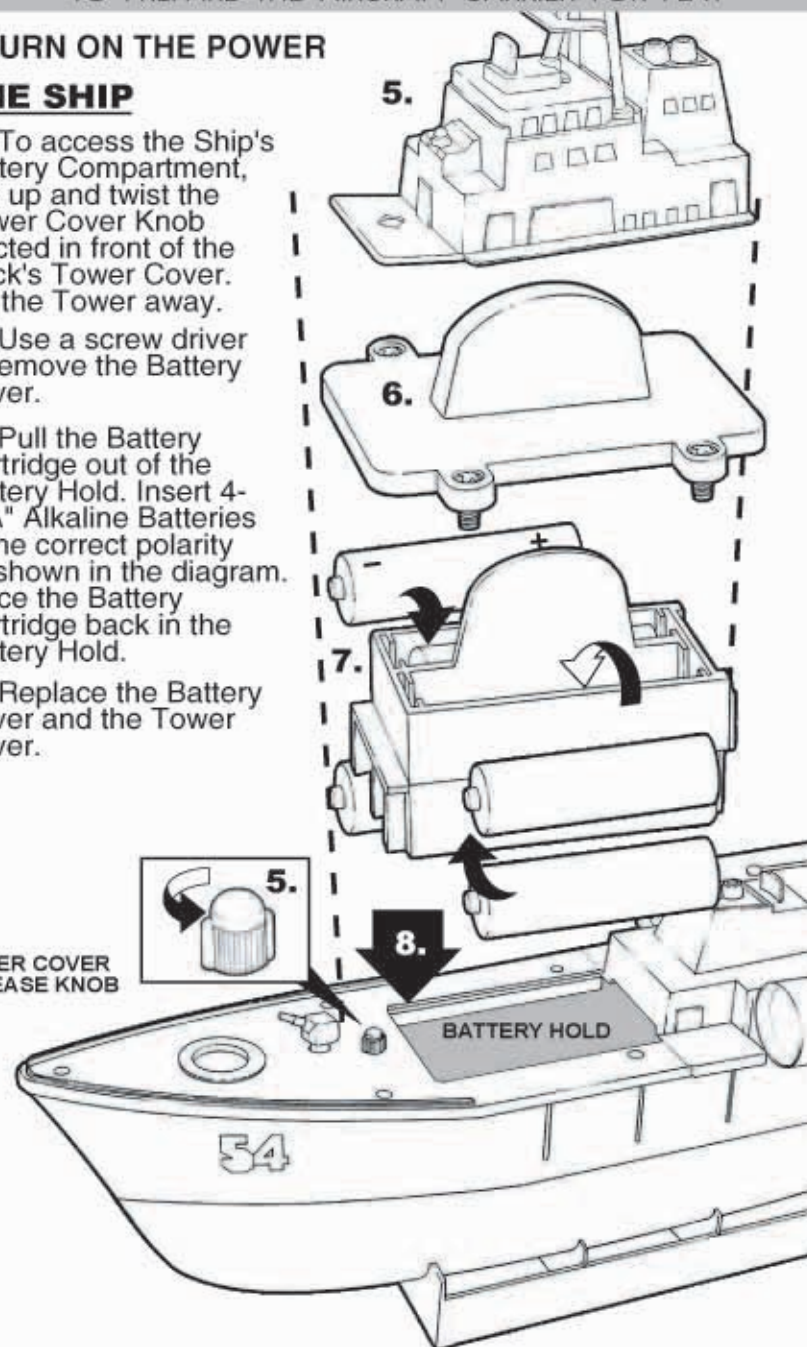
5. To access the Ship's Battery Compartment, pull up and twist the Tower Cover Knob located in front of the Deck's Tower Cover. Lift the Tower away.

6. Use a screw driver to remove the Battery Cover.

7. Pull the Battery Cartridge out of the Battery Hold. Insert 4-"AA" Alkaline Batteries in the correct polarity as shown in the diagram. Place the Battery Cartridge back in the Battery Hold.

8. Replace the Battery Cover and the Tower Cover.

TOWER COVER RELEASE KNOB



WARNING:

- Make sure the battery door is closed tightly before placing the Destroyer in the water. Battery compartment door must be sealed water-tight to prevent water leaking into the battery compartment.
- You can operate the Destroyer in most (non-flowing) water locations free of floating or submerged debris. The best play location is clear, clean water such as in a swimming pool.
- When not playing with the Ship, remove it from the water. Dry the Ship with a soft cloth or paper towel wiping off all moisture. Remove any debris from external parts. Remove the batteries before storing.
- Do not play outdoors in a thunderstorm.
- Do not touch the moving propellers with your hand. Stopping the Ship's or Torpedo's propellers with the power on is dangerous and may cause a short circuit or burn out the motor.
- Do not get the batteries wet as it will cause a short circuit.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- When launching Missiles, be careful not to shoot anyone in the face or eyes at close range.
- Do not use Missiles or Torpedoes other than those supplied by the manufacturer.
- Do not launch damaged Missiles or Torpedoes.
- When playing with the Missiles, be sure the flight path is clear of obstacles and people.
- When using the Binoculars, never look directly into the sun.

FCC RULES - PART 15

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.

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.

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 needed.
- ☐ Consult the dealer or an experienced radio/TV technician for help.



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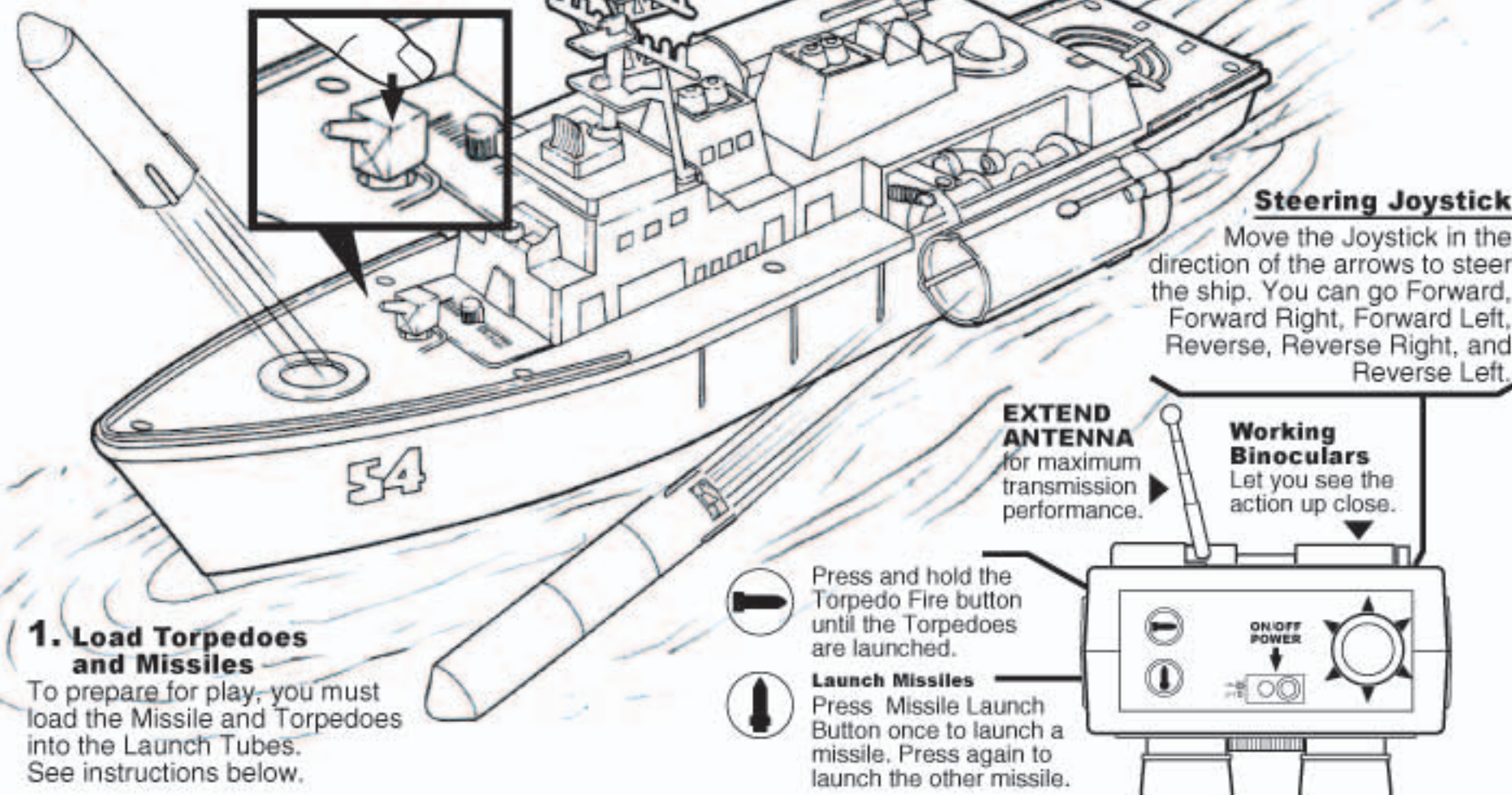
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2 FEATURES - HOW TO CONTROL YOUR DESTROYER

TO BEGIN PLAY...

2. Turn ON Ship's power. Press down on the Ship's forward gun.

3. Gently place the ship in the water being careful not to get water on the deck.



1. Load Torpedoes and Missiles

To prepare for play, you must load the Missile and Torpedoes into the Launch Tubes. See instructions below.

Press and hold the Torpedo Fire button until the Torpedoes are launched.

Launch Missiles
Press Missile Launch Button once to launch a missile. Press again to launch the other missile.

EXTEND ANTENNA
for maximum transmission performance.

Working Binoculars
Let you see the action up close.

Steering Joystick

Move the Joystick in the direction of the arrows to steer the ship. You can go Forward, Forward Right, Forward Left, Reverse, Reverse Right, and Reverse Left.

HOW TO IMPROVE PERFORMANCE TROUBLE SHOOTING TIPS

Destroyer does not move when control buttons are pressed.	Destroyer batteries not installed properly.	Check if polarity on the batteries is correct and the batteries are making proper contact.
	Destroyer batteries weak	Replace with fresh disposable alkaline batteries.
	Destroyer switch not "ON"	Push ON/OFF switch and the "ON" LED will light up.
	Remote controller battery not installed properly.	Check for proper fit of snap-on contact clip.
	Remote controller battery weak	Replace with fresh alkaline battery.
	Remote controller switch not "ON"	Push ON/OFF switch and the "ON" LED will light up.
	Destroyer's propellers are jammed.	Remove any debris from the propellers.
	Batteries are weak or out of radio control range.	Replace disposable batteries with fresh alkaline batteries - AND, when possible to do so safely, move closer to the Destroyer.
Short range operation - Signal is good for only short distance.	Radio interference	Change location of operation.
	2 Destroyers on the same frequency	Operate only 1 destroyer per frequency.
	Weak transmitter battery	Replace battery in remote controller with fresh alkaline battery.
Torpedoes and Missiles will not launch.	Torpedoes or Missiles are not properly loaded.	Be sure Torpedoes and Missiles are fully pressed into the launch tubes until the "click-lock" sound is heard.

LOCATION FOR BEST PERFORMANCE

Clear, clean water swimming pool is the best performance environment. Salt water, soapy water is not suitable and may result in poor performance. You can operate the Destroyer on most non-running water locations free of floating or submerged debris, however clear, clean water such as found in swimming pool in the best performance environment. Adults should supervise children while playing as playing near water always requires cautious and responsible play.

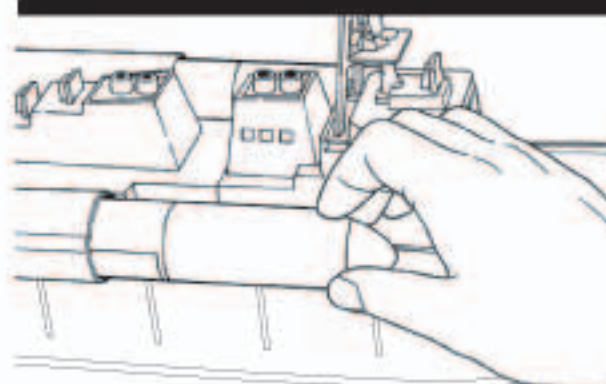
BEST OPERATING DISTANCE

Radio Control distance should not exceed 40 feet (12 meters).

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IMPORTANT: SAVE THESE INSTRUCTIONS FOR FUTURE REFERENCE.



To Load Torpedoes for launch

Insert the end of the Torpedo into the launch tube by aligning the torpedo's rear guide ribs with raised slots on the launch tube. Push the Torpedo in until it click locks in place.



To Load Missiles for launch

Insert the end of the Missile into the Missile Silo Hole and press down until the Missile click locks in place.



Torpedo and Missile Retrieval

Steer the front of the Ship to within 1" of the floating Torpedoes and Missiles. Magnets will attach them to the ship for towing to you for reloading.