

# AIR HOGS® ERADICATOR™ INSTRUCTION SHEET



**Congratulations!** You are the proud owner of the biggest, fastest and farthest flying quick-charge plane ever! AIR HOGS® Eradicator™ can fly over 100 yards. Eradicator™ is also incredibly fast with top speeds of up to 200MPH<sup>1</sup>. Please read and follow these instructions to properly install your batteries and fly your plane. **Happy Flying!**

**PLEASE READ THESE INSTRUCTIONS BEFORE FLYING!**



## IMPORTANT

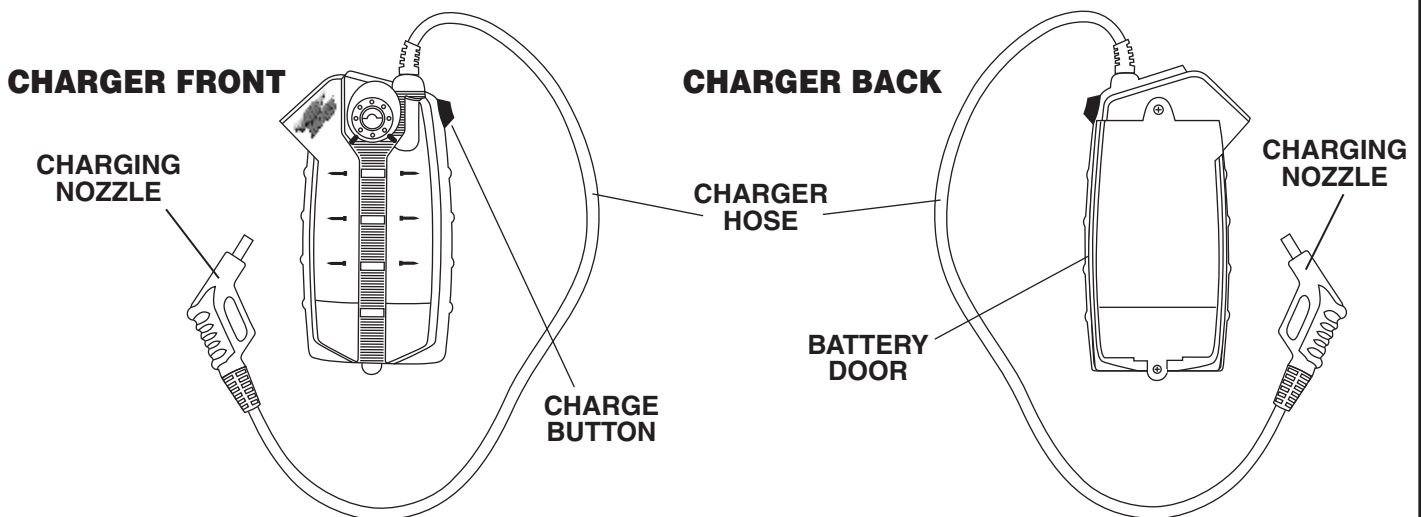
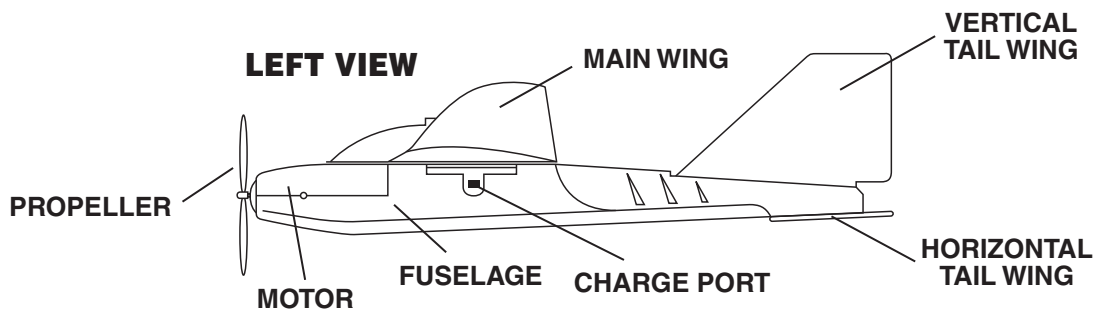
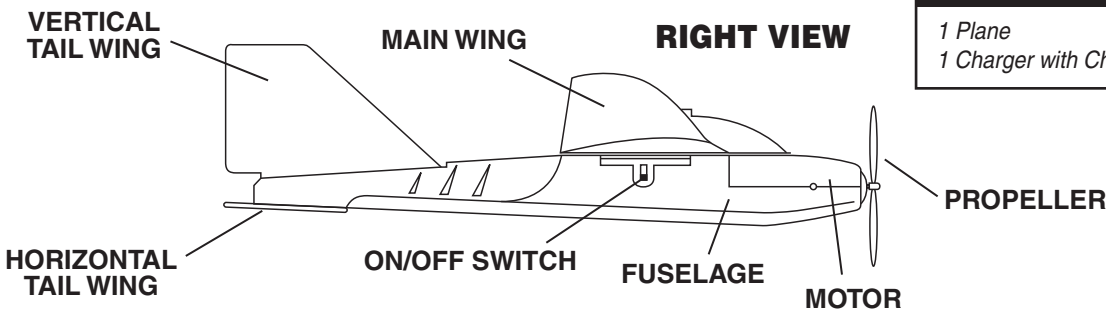
Problems? PLEASE DO NOT TAKE YOUR AIR HOGS® AIRPLANE BACK TO THE STORE! Call our Flight Technicians at:

**1-800-622-8339**

## GETTING TO KNOW YOUR AIR HOGS® ERADICATOR™

Check to make sure contents are complete:

- 1 Plane
- 1 Charger with Charging Hose attached



## INSTALLING THE CHARGER BATTERIES:

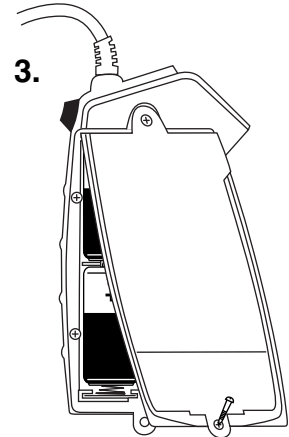
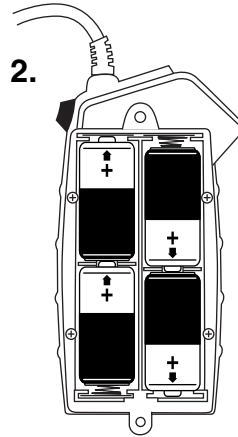
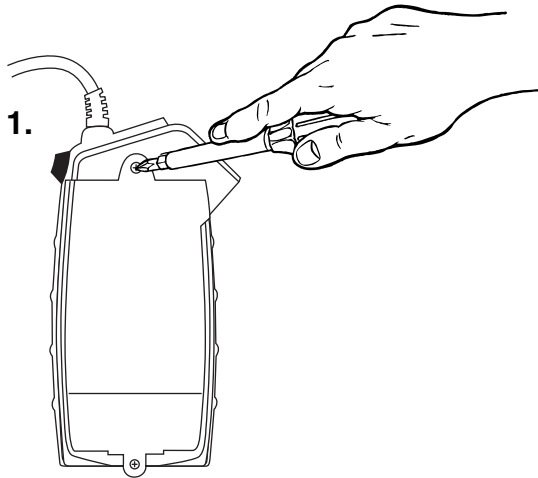
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Requires: 4 C alkaline batteries.

1. Use a Philips screwdriver to unscrew the battery door.
2. Install **ALL** 4 C alkaline batteries, ensuring that the positive (+) and negative (-) battery ends are aligned with the "+" and "-"

markings inside the battery compartment, as shown.

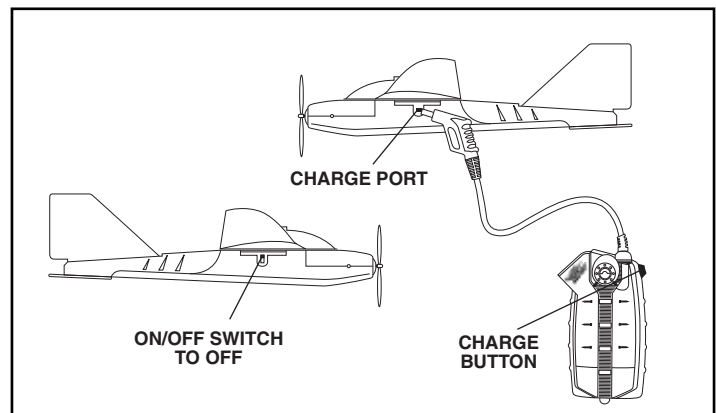
3. Replace the battery door and tighten the screws.



**IMPORTANT! REPLACE THE 4 C ALKALINE BATTERIES IN THE CHARGER AFTER EVERY 30 FLIGHTS FOR BEST FLIGHT RESULTS.**

## CHARGING YOUR AIR HOGS® ERADICATOR™:

1. Hold airplane firmly in one hand.
2. Ensure that the airplane's ON/OFF switch is set to **OFF** position.
3. Insert the Charge Nozzle **ALL THE WAY** into the airplane's square Charge Port.
4. Press and hold the charge button for 60 seconds.
5. When the airplane is fully charged, unplug the Charge Nozzle and you are ready to fly.



**IMPORTANT:** Make sure to charge and fully drain the on-board cell twice before flying. This is done by letting the engine run until the battery is used up.

**WARNING! DO NOT CHARGE YOUR AIR HOGS® ERADICATOR™ FOR MORE THAN 60 SECONDS! CHARGING FOR MORE THAN 60 SECONDS MAY CAUSE THE BATTERIES TO OVERHEAT AND THE TOY TO BECOME DAMAGED!**

**1. Fly on a warm and sunny day with low wind conditions.**

**A. DO NOT FLY IN EXTREME TEMPERATURES.** Do not fly in temperatures above 113°F/45°C, or below 50°F/10°C. Flying in extreme heat and/or cold will affect performance and may damage the toy.

**B. FLY IN LOW TO MODERATE WINDS.** For optimum launching, the wind speed should be at 7KMH or greater. If there is no wind, or the wind speed is less than 3KMH, the plane will only fly for 20 to 30 seconds. This will give your AIR HOGS® Eradicator™ the lift needed to reach maximum heights, without being too strong for the toy.

**C. DO NOT FLY IN HIGH WIND.**

High winds will limit, and may prevent, the plane's ability to fly. In very windy conditions, your plane may become lost and/or damaged.

**D. DO NOT FLY IN POOR WEATHER CONDITIONS.** Do not fly in electrical storms, rain, sleet, snow, or other adverse weather conditions.

**2. Select a large, wide-open, grassy area for flying.**

**A. MAKE SURE THE LOCATION IS CLEAR BEFORE FLYING.** Do not fly near other people, animals, trees, buildings, overhead wires, and/or other obstructions.

**FLYING YOUR AIR HOGS® ERADICATOR™:**

**1. PREPARING FOR TAKE OFF:** before flying your plane, check the wind direction. You should always toss your plane against the wind for best take off and flight results. If you feel the wind against your face, you are facing the correct direction. If the wind is at your back, turn around until you feel the wind on your face. You are now ready to fly your plane.

**2. STARTING THE ENGINE:** To start the motor set the ON/OFF switch to the ON position.

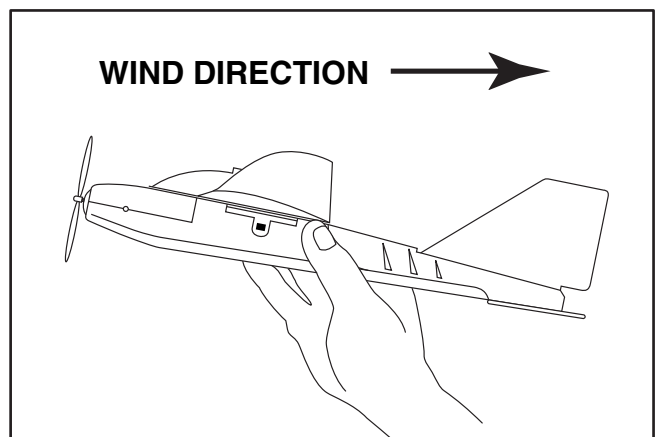
**3. THROWING THE PLANE:** Gently toss the plane upward into the air against the wind at the angle shown in the picture below. If you throw your plane in the same direction as the wind, the plane will not perform well.

**4. FLIGHT TIME:** On a full charge, and in normal weather conditions, the AIR HOGS® Eradicator™ will fly 30 seconds to 2 minutes! If the plane appears to lose power and land in less than 30 seconds, you

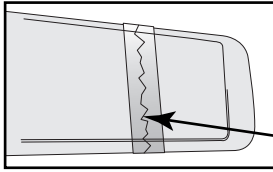
may need to change the 4 C batteries in the charger. Then, recharge and try again.

**5. A. LANDING YOUR PLANE:** Your quick charge airplane will automatically land once the charge in the on-board battery cells has been used up.

**B. AFTER FLYING:** The ON/OFF switch should be placed in the OFF position.



**IMPORTANT! DO NOT LEAVE YOUR AIR HOGS® ERADICATOR™ IN DIRECT SUNLIGHT AND/OR EXTREME HEAT FOR EXCESSIVE AMOUNTS OF TIME.**



If the wings on your AIR HOGS® plane become damaged, they can be easily repaired with clear tape. Do not use glue to repair the damaged wing. Some glue may cause further damage to the wing material, or may add unnecessary weight, decreasing the plane's performance.

**CLEAR TAPE**

## TROUBLESHOOTING GUIDE:

| PROBLEM:                         | CAUSE:   | SOLUTION:   |
|----------------------------------|--|---|
| Engine will NOT start.           | 1. Batteries in charger are installed with incorrect polarities. | 1. Check to make sure that the positive (+) and negative (-) battery polarities are properly aligned with the "+" and "-" markings inside the battery compartment.                                      |
|                                  | 2. Charge Nozzle is not ALL the way inside the charge port.      | 2. Properly insert the Charge Nozzle and charge the plane for 60 seconds.   |
|                                  | 3. Charger button was not pressed and held.                      | 3. Press the Charge Button to begin charging. The plane will be charged in 60 seconds. (See "CHARGING YOUR AIR HOGS® ERADICATOR™")  |
|                                  | 4. The airplane is not turned ON.                                | 4. Push the plane's ON/OFF switch to the ON position.   |
| Airplane will NOT fly very high. | 1. The airplane is not fully charged.                            | 1. Always charge for 60 seconds for best flight results. Do not over charge.<br><b>REMEMBER: Airplane is charged when the switch is in OFF position.</b><br>(See "CHARGING YOUR AIR HOGS® ERADICATOR™") |
|                                  | 2. Batteries in charger are drained.                             | 2. Install 4 NEW C alkaline batteries into the charger.   |
|                                  | 3. There is no wind.   | 3. For optimum launching, the wind speed should be at 7KMH or greater. If there is no wind, or the wind speed is less than 3KMH, the plane will only fly for 20 to 30 seconds.                          |

## IMPORTANT SAFETY INFORMATION:

**CAUTION:** Plane contains a rechargeable cell. If fluid leaks from plane, avoid contact with eyes and dispose of plane. ONLY USE CHARGER SUPPLIED WITH AIR HOGS®. DO NOT USE ANY OTHER SOURCE TO CHARGE AIR HOGS®. Requires 4 C Alkaline batteries, not included. Use alkaline batteries only. Air Hogs® may not work with other type of batteries.

Keep clear from face and eyes at all times. Do not launch near other people or animals. Point plane away from face when launching. Use caution; make sure people around you know you are playing with AIR HOGS®. Recommended for use in large, wide-open, grassy areas. Do not fly near overhead wires, buildings, trees, or other obstructions. Be sure to fly on a clear and sunny day. Do not fly in high WIND. Do not fly in adverse weather conditions such as electrical storms, rain, sleet or snow. Do not fly plane in temperatures below 45°F/7°C or the wings will become brittle and may break, and engine performance will decrease.

**ADULT SUPERVISION RECOMMENDED.**

### IMPORTANT BATTERY INFORMATION.

Battery installation should be performed by an adult. Use only batteries recommended on this package and in the instruction sheet. Be carefull to install the batteries with the correct polarities, as indicated. Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries. Different types of batteries or new and used batteries are not to be mixed. Do not use rechargeable batteries. Do not attempt to charge non-rechargeable batteries. Do not short circuit the supply terminals. Exhausted batteries are to be removed, as they will adversely affect the performance. Only batteries of the same or equivalent type as recommended are to be used. Rechargeable batteries are to be removed from the toy before being charged (if removable). Rechargeable batteries are only to be charged under adult supervision (if removable). Do not dispose of battery in fire. Battery may explode or leak.

Contains NiMH battery pack. Battery pack must be recycled or disposed of properly.



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