

PLEASE! DO NOT RETURN THIS PRODUCT TO ANY RETAIL STORE!

For any questions or problems with this product please contact us at:

Email: info@interactivetoy.com

Phone: Inside North America: +1-416-444-6873 Outside North America: 1-866-214-2220

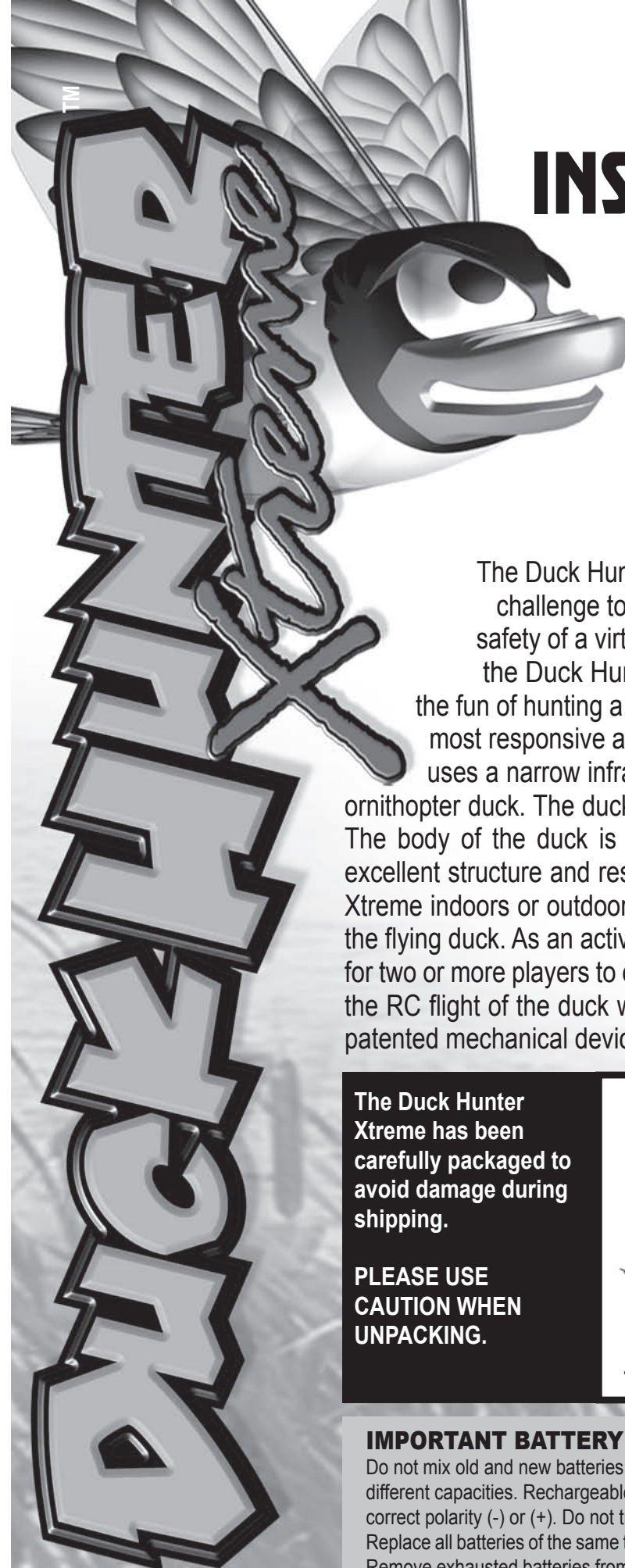
Address: Interactive Toy Concepts, 1192 Martin Grove Road, Toronto, Ontario, Canada. M9W 5M9

Web site: www.interactivetoy.com

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Item# 44030

INSTRUCTION MANUAL

Congratulations on your purchase of the DUCK HUNTER XTREME



The Duck Hunter Xtreme is a revolutionary new toy that brings a greater challenge to the learning experience of hunting a duck in the complete safety of a virtual environment. An evolution of the popular Duck Hunter, the Duck Hunter Xtreme is a 2 or more player game which combines the fun of hunting a virtual duck as well as radio controlled flight of the world's most responsive and reliable "ornithopter". The Duck Hunter Xtreme blaster uses a narrow infra-red (IR) beam to shoot down a fully functional, flying RC ornithopter duck. The duck will fly for up to 10 minutes from a 20-30 minute charge. The body of the duck is made of an ultra-light and flexible foam which provides excellent structure and resistance to damage during hard falls. Fly the Duck Hunter Xtreme indoors or outdoors. It takes 3 direct hits from the infra-red blaster to defeat the flying duck. As an activity, the Duck Hunter Xtreme is very versatile. It is possible for two or more players to enjoy a competitive game-play or for one player to practice the RC flight of the duck without the shooting aspect and marvel at the flight of this patented mechanical device.

TIPS AND TRICKS

1. To obtain the most stable flight, use full throttle when launching.
2. To achieve a wave flight pattern once the duck has attained the desired altitude (8-10 feet), gently pulse the throttle.
3. To gain altitude in a confined area, it is easier to start climbing in a circle than in a straight line. Push the throttle (left stick) and apply the right stick to either left or right in order for the duck to gain altitude in a small confined area.
4. The duck can also glide once it is in motion. By letting go of the throttle (left stick), the duck will glide in a natural flight simulation. (Note: this may fool your opponent into thinking that the duck was hit by the IR beam).
5. Only fly the Vamp outdoors in calm, windless weather conditions with no precipitation.
6. For optimizing your flying experience, you can apply some light weight Mylar tape to trim your duck to fly straight. If your duck always turns to the right side, you should put the tape on the left tip of the wing (as shown) to adjust the center of gravity (CG). Do the reverse if the duck always flies to the left.

REPLACING DUCK HUNTER XTREME MAIN WINGS

You can replace the original wings on your Duck Hunter Xtreme if they become damaged. A new set of wings can be purchased by contacting Interactive Toy Concepts listed above. To replace the wings, do the following:

1. Make sure the Duck and the Blaster are turned off.
2. Gently remove the far corner of the wing that is tethered to the body by a ball joint.
3. The leading (front) edge of the wing is a thin carbon fiber rod. Gently pull this rod out of the gear box mechanism housing at the front.
4. Installation of the new wing is the reverse of the wing removal procedure with the following minor difference.
5. The carbon fiber rod has a slight notch cut into its end so that it will only fit properly into gear box mechanism housing one way. Use caution when inserting the carbon fiber rod. If it is not going in smoothly, it is misaligned.

IMPORTANT SAFETY INFORMATION

Do not modify your Duck Hunter Xtreme! Do not point the antenna directly at the Duck! Do not use in strong winds, use only in VERY mild conditions! Do not use in rain, snow or around heavy debris! Do not use near electrical lines or electricity! Do not use around smoke or flames! Do not use around water! Do not use in crowded areas! Do not use around air conditioning! Do not use around air vents! Do not use around ceiling fans! Do not use around large obstacles! Do not use in very small spaces! Do be conscious of changes in your area! Any changes or modifications to this product are strictly prohibited and will void product warranty. Keep moving wings away from eyes, hands, hair and loose clothing. Always turn off your Duck Hunter Xtreme and transmitter when not in use. Always remove batteries from transmitter during storage. Always replace transmitter with NEW alkaline batteries for optimal performance. Keep your instruction manual for future reference. Only use the provided charger included with the Duck Hunter Xtreme to charge the lithium polymer battery installed in the Duck Hunter Xtreme.

FCC NOTE: U.S. ONLY

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. 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 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 and 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 to an outlet on a circuit different from that to which the receiver is connected - Consult the dealer or an experienced radio/TV technician for help.

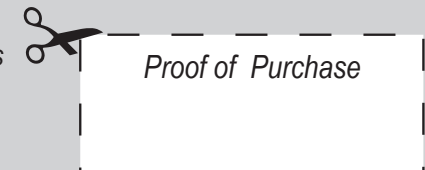
INDUSTRY CANADA NOTICE: CANADA ONLY

This radiocommunication device complies with all the requirements of Industry Canada Standard RSS-310. Operation is subject to the following two conditions: 1) This device may not cause harmful interference. 2) This device must accept any interference received, including interference that may cause undesired operation. Field Strength and measurement distance: 27.145MHz - 54.95 dBµV/m at 3 meters. 49.860MHz - 63.86 dBµV/m at 3 meters.

Limited 30-day warranty

Product is warranted by Interactive Toy Concepts Limited against manufacturing defects in material and workmanship under normal use for (30) days from the date of purchase.

Warranty is validated upon receipt of proof or purchase and confirmation of UPC code.

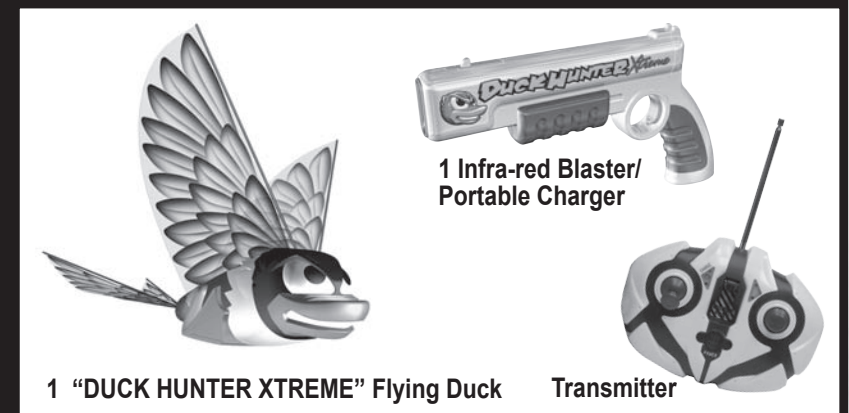


Duck Hunter Xtreme is a registered trademark of Interactive Toy Concepts Limited.
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Patent Information: EU: EP1958681 US: US2008191100 Canada: CA2607358 Aus: AU2007231617
Products and colors may vary. MADE IN CHINA.

INS-44030-100422-US

The Duck Hunter Xtreme has been carefully packaged to avoid damage during shipping.

PLEASE USE CAUTION WHEN UNPACKING.



1 "DUCK HUNTER XTREME" Flying Duck Transmitter

IMPORTANT BATTERY INFORMATION:

Do not mix old and new batteries, different types of batteries, standard carbon zinc, alkaline or rechargeable of different capacities. Rechargeable batteries are only to be charged under adult supervision. Please respect the correct polarity (-) or (+). Do not try to recharge non-rechargeable batteries. Do not throw batteries into the fire. Replace all batteries of the same type/brand at the same time. The supply terminals are not to be short-circuited. Remove exhausted batteries from the toy. Batteries should be replaced by adults. Remove batteries if the toy is not going to be played with for some time. The packaging should be kept since it contains important information.

GAME PLAY

In order to experience the most challenging form of play, the blaster and the controller must be in direct competition with each other. The blaster tries to hit the duck with his IR beam and the controller tries to avoid getting his duck. There are some flight maneuvers that can be done so that it becomes more difficult for the duck to be shot down. The duck's IR receiver is located at the ventral (bottom) part of the duck, so any flight pattern that obstructs the blaster's direct view of the bottom of the duck will help the duck avoid getting hit. It is up to the duck controller to discover these flight maneuvers and for the blaster to counteract them. As the duck flies along its frantic path, it represents a moving target to the blaster. The object of the game is to see either how long it takes the blaster to bring the duck down (time trial), or how many shots are required to bring the duck down (shot count). The 2 players take turns shooting and controlling the duck. It is possible to make this game even more challenging by allowing the duck 5 seconds to get away immediately after launch, and prior to shooting, or to launch the duck at a further distance away from the blaster.

TIME TRIAL

For the time trial mode, a third player (referee) would be required to time each hunt with a stopwatch (not included). The blaster who takes the least amount of time to bring down the duck is the winner. The number of shots fired at the duck is irrelevant in this mode.

SHOT COUNT

The blaster who brings down the duck with the least amount of shots fired is the winner. It is necessary to get a direct hit on the duck 3 times. If both players uses 3 shots to bring down the duck, the game is a tie and it will be necessary to play again until a winner is declared. For this mode only 2 players are needed.

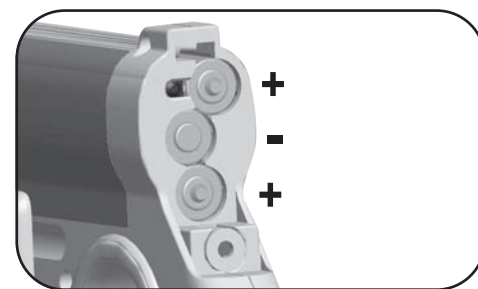
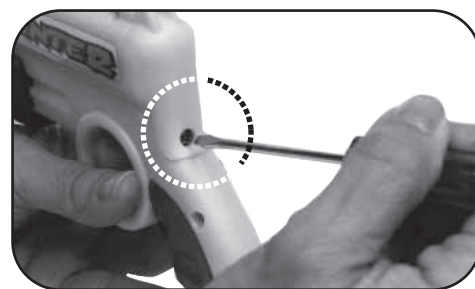
SOLO DUCK FLIGHT

It is possible to hone your skills at controlling the flight of the duck. This is a one player mode of play and it involves no hunting aspect whatsoever. Marvel at the amazing prowess and control of the duck in flight and hone your skills to make it more difficult for your competitor to shoot your duck down during competition.

INSTALLING BATTERIES

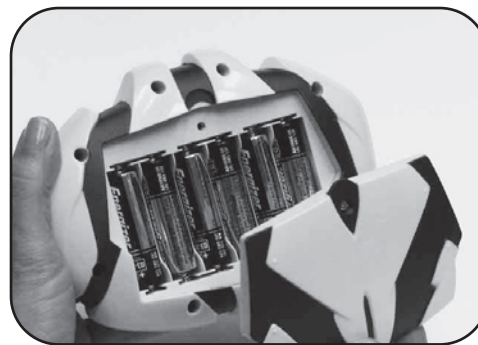
The duck has a built-in, non-removable, non-replaceable, rechargeable battery. The blaster requires 3 "AAA" alkaline batteries (sold separately). Install the batteries as shown:

1. Open the battery compartment door located at the upper rear of the blaster by using a Philips screwdriver (not included).
2. Insert the 3 AAA batteries according to the picture (shown). Ensure that the + and - polarities match the illustrations inside the battery compartment.
3. Replace the battery compartment door and tighten the screw using the screwdriver. Do not over tighten.



The charger is built into the transmitter and requires 6 "AA" alkaline batteries (sold separately). Use only the supplied charger provided in this Duck Hunter Xtreme package to charge the duck. DO NOT USE ANY OTHER SOURCE TO CHARGE THE DUCK. Install the batteries as shown:

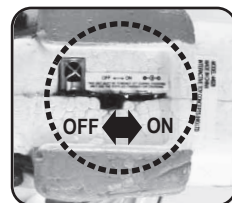
1. Attach the antenna (provided) to the transmitter. Note: Always operate the transmitter with the antenna extended.
2. Using a Phillips screwdriver (not included) to remove the screw on the battery compartment door of the transmitter.
3. Insert the batteries as shown. Ensure that the + and - polarities match the illustrations inside the battery compartment.
4. Replace the battery compartment door and replace the screw using the screwdriver. Do not over tighten.



CHARGING THE Duck Hunter Xtreme: DUCK

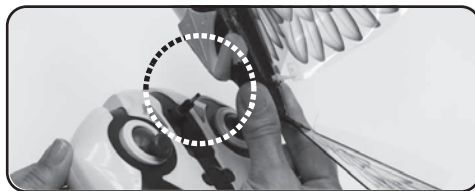
Before flying the Duck Hunter Xtreme duck for the first time (or if you have depleted a charge on the duck) you will need to recharge it. A typical charge takes about 20-30 minutes and allows approximately 10 minutes of flying time. **Note:** During charging, both the POWER LED (RED) and CHARGING LED (GREEN) should light up constantly. If the RED LED starts BLINKING when the Green LED turns on, you should replace the TX batteries.

1. Turn the duck's On/Off switch to the Off position for charging.

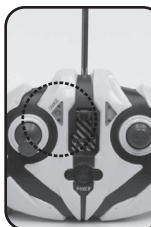


2. Press the transmitter's POWER button to light up Red and lift up the charging adapter on your transmitter (as shown).

3. Hold the duck firmly by its body, and then insert the adapter into the socket at the ventral (bottom) side of the duck (as shown). Pay close attention to where the adapter should be inserted into the socket of the duck. The duck will sit on the adapter snugly.



4. Once inserted, enable the charging mode by switching on the transmitter. When charging the duck, the GREEN LED indicator light should be ON. When the duck has been fully charged, this GREEN LED indicator light will switch off.



5. Once the green GREEN LED indicator light on the transmitter turns off, remove the duck from the adapter. You are now ready to play Duck Hunter Xtreme.

CHOOSING YOUR FLYING LOCATION:

You can operate your Duck Hunter Xtreme toy outdoors on a calm day or indoors. The outdoor space should be roughly 50' x 50' (15 meters x 15 meters) with a height allowance of about 20' (6 metres). Avoid operating your Duck Hunter Xtreme near power-lines, trees, or roof-tops. Do not fly your duck during windy conditions, rain or any other harsh weather. If flying your duck indoors, the area should be roughly 16' x 16' (5 meters x 5 meters) with the standard household ceiling height as a minimum.

FLYING AND HUNTING YOUR Duck Hunter Xtreme:

The duck is ready to fly as soon as it is finished charging. The objective of the Duck Hunter Xtreme game play is to shoot down the duck with the blaster quicker than your opponent and with fewer shots. To do this, take turns controlling and shooting the duck. It takes 3 direct hits to bring down the duck.

Player 1: The Duck Controller

1. Turn the transmitter on by pressing the POWER button. **Note:** it may still be on from when the duck was being charged. The RED LED light on the POWER button will indicate that it is on.



2. Extend the antenna on the transmitter.
3. Turn the duck on by setting the ON/OFF switch at the ventral side (bottom) to the ON position.



4. On the transmitter, push the left stick upward once for the first time to activate the control, then push the left stick again to activate wings.

5. Check that the wings are flapping, increase the speed or frequency of the wing-flapping motion by pushing the left stick up (throttle control).



6. Launch the duck from your hand with a gentle horizontal toss while pushing the left stick forward slowly. As the duck starts to flap its wings, it will generate thrust and start to lift itself.

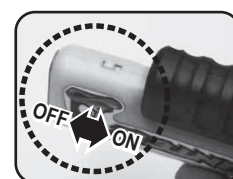


Fly the duck in such a way to avoid the IR beam of your opponent's blaster. Its not easy, but the longer you can prevent your opponent from shooting your duck down, the greater the odds that you will be the winner in the Duck Hunter Xtreme competition

7. On the transmitter, push the right stick (directional) to the left to turn left, or push the stick to the right to turn right. The patented technology on the duck allows the main wings to be controlled to change direction (left and right) upon receiving inputs from the right control stick (steering control) on the transmitter. Note: Always apply the stick control liberally on throttle and steering input.



Player 2: The Duck Blaster



1. When you are ready to hunt the duck you will need to turn the blaster's ON/OFF switch to the ON position.

2. To fire at the duck, it is necessary to reload the Blaster. Reloading the Blaster is done by sliding the "fore-end" all the way backwards and forwards. A reloading sound is heard if this process is done successfully. **Note,** it is necessary to reload the Blaster after each shot fired.

3. Once the Blaster is reloaded, you can fire a narrow infra-red beam at the duck by pressing the trigger button on the Blaster. A firing sound is heard. To get best aiming results, align the single targeting sight notch located at the upper front of the Blaster with the double targeting sight notches located at the upper rear of the Blaster. When viewing with one eye from the top rear down the barrel of the Blaster, the front targeting sight should be in between the 2 rear targeting sights, and the target should appear directly in front of the aligned targeting sights.

- 4a. If your shot misses the duck, the duck will continue to fly in the direction that the controller intends it to.
- 4b. If your shot hits the duck, the duck will stop operating for a brief moment and appear to fall. This is meant to simulate a glancing blow to the duck. The duck will resume its flight right away.

5. Reload the Blaster and shoot at the duck again.
6. When you shoot the duck directly for the second time, the duck will appear to temporarily fall again just like in step 4b. Normal flight will resume again momentarily.
7. Reload the Blaster and shoot at the duck again.
8. When you shoot the duck directly for the third time, it will fall from the sky defeated. It will not break on impact.

Congratulations on your marksmanship!

9. Retrieve the duck and turn its ON/OFF switch to the OFF position (Note: do not allow your dog to retrieve the duck as this may cause the duck to break or cause injury to the dog).

10. Since the duck is capable of flying for 10 minutes on a single charge, it is likely that after a few hunts the duck will still have a charge. You will have the opportunity to try your luck again by resetting the system and starting the game-play over. It is recommended to switch roles with your opponent (Player 1).

NOTE: YOU WILL NEED TO SWITCH THE DUCK OFF AND ON EACH TIME IT IS SHOT DOWN TO RESET THE DUCK'S ELECTRONIC SYSTEM. YOU WILL ALSO NEED TO RE-ACTIVATE THE CONTROLS ON THE TRANSMITTER EVERY TIME YOU SWITCH THE DUCK ON TO RESET THE TRANSMITTER'S ELECTRONIC SYSTEM.

11. To recharge the duck, follow the steps outlined in the "Charging the Duck Hunter Xtreme: DUCK" section of these instructions above.

12. If you are finished playing, make sure to turn the ON/OFF switches on the Duck, the Transmitter, and on the Blaster to the OFF position for storing. It is best to remove the batteries from the Transmitter and the Blaster if it will be stored for a longer period of time.

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