

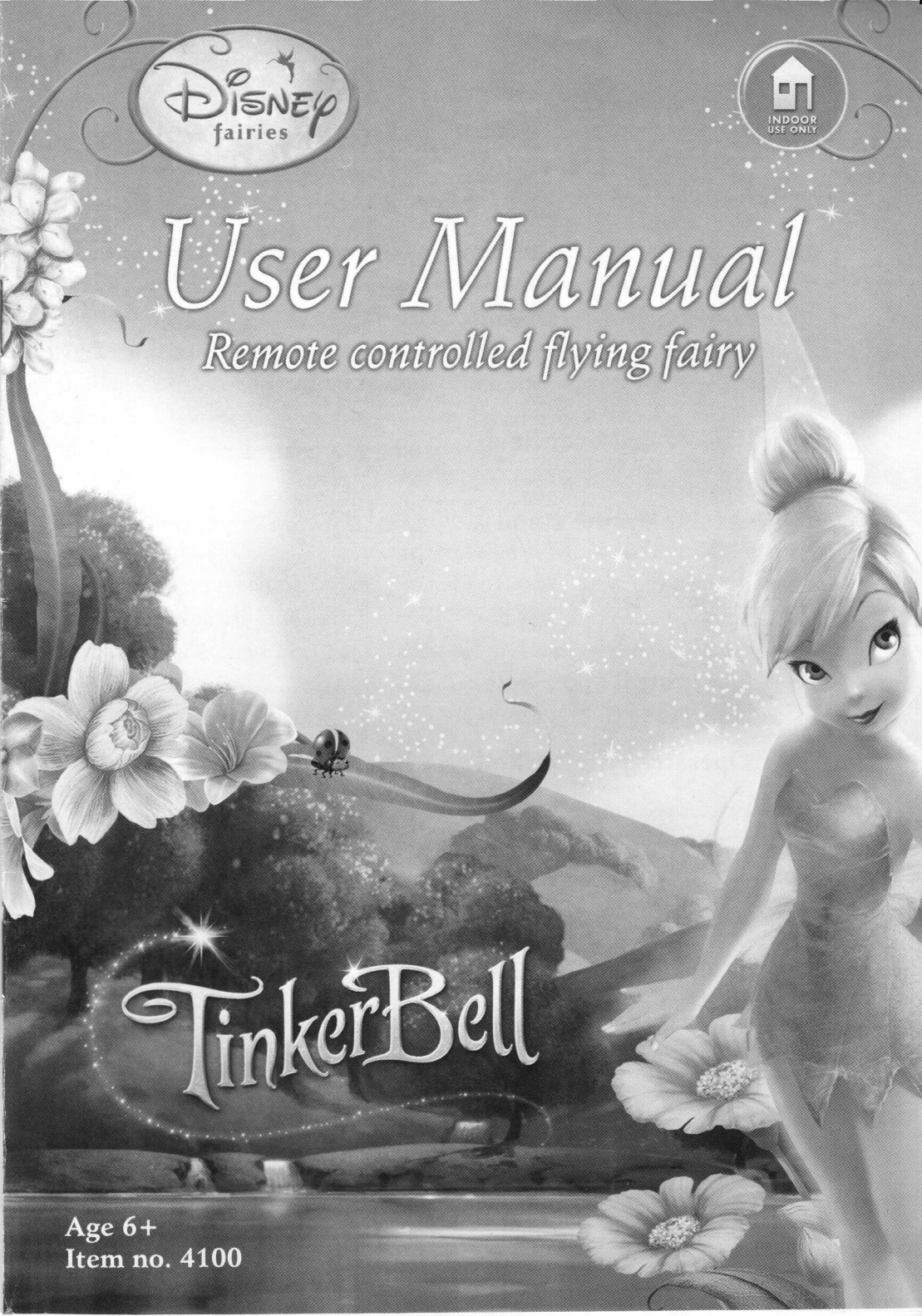


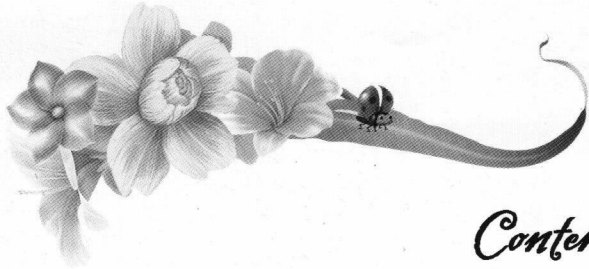
User Manual

Remote controlled flying fairy

Tinker Bell

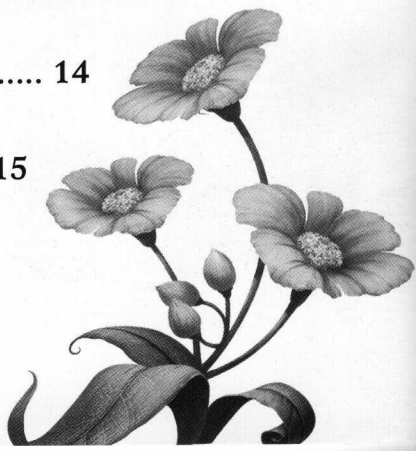
Age 6+
Item no. 4100



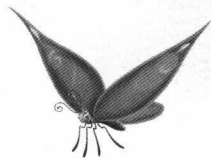


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Introduction



Thank you for purchasing Tinker Bell from WowWee™!

Disney™ has created magic in the hearts of millions of children and adults alike. Now WowWee™ has captured that magic and brought it home with Tinker Bell, Peter Pan's beloved and mischievous fairy friend. Made from high-flex materials, Tinker Bell is light and durable so you won't have to worry about her getting into mischief! With two bands to choose from you can fly up to two Tinker Bells together in one room — watch them spread their pixie magic around the room using Flytech™ engineering only from WowWee!

Charge Tinker Bell by attaching her to the remote controller using the built-in charger cable. When she has finished recharging, release her into the air and control her using the single channel remote controller. Designed perfectly for little hands, you can launch and fly your Tinker Bell with ease! When she gets tired and needs to rest her wings, Tinker Bell will start to slow down.

Take a few minutes to look through this user manual to get your Tinker Bell up and flying!

NOTE: When using Tinker Bell adult supervision is required, especially when changing batteries.

IMPORTANT: Do not use outdoors.

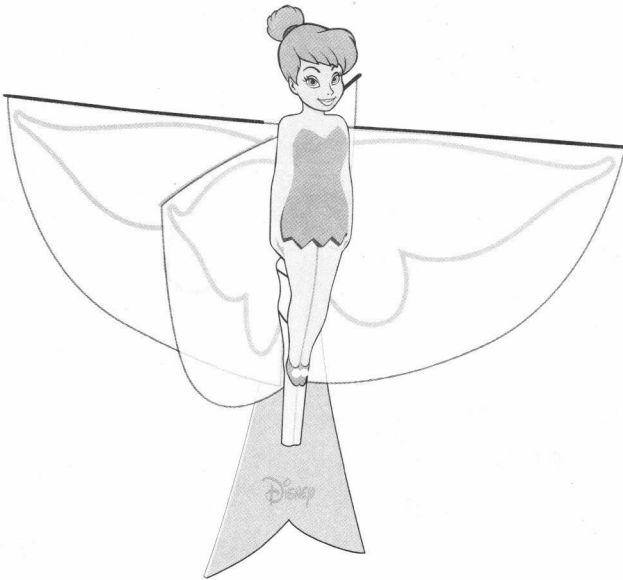


IMPORTANT SAFETY NOTICE

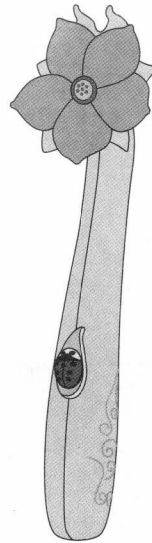
- Keep Tinker Bell away from faces and eyes.
- Keep fingers away from the moving joints when it is operating. Do not fly near walls or ceilings.
- Do not dispose of Tinker Bell in a fire.
- Do not open Tinker Bell's body.
- Only use the charger included with Tinker Bell.
- Use caution: Make sure people around you are aware you are playing with Tinker Bell

Package contents

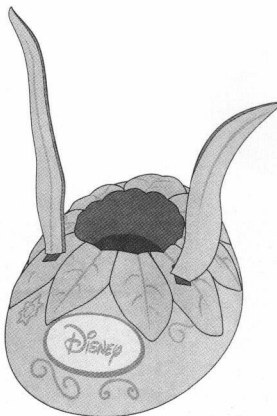
- 1 x Tinker Bell



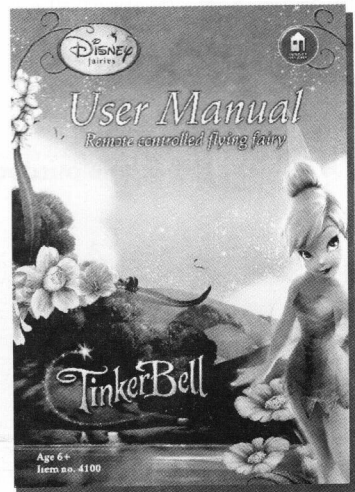
- 1 x Remote controller with charger cable



- 1 x Decorative stand

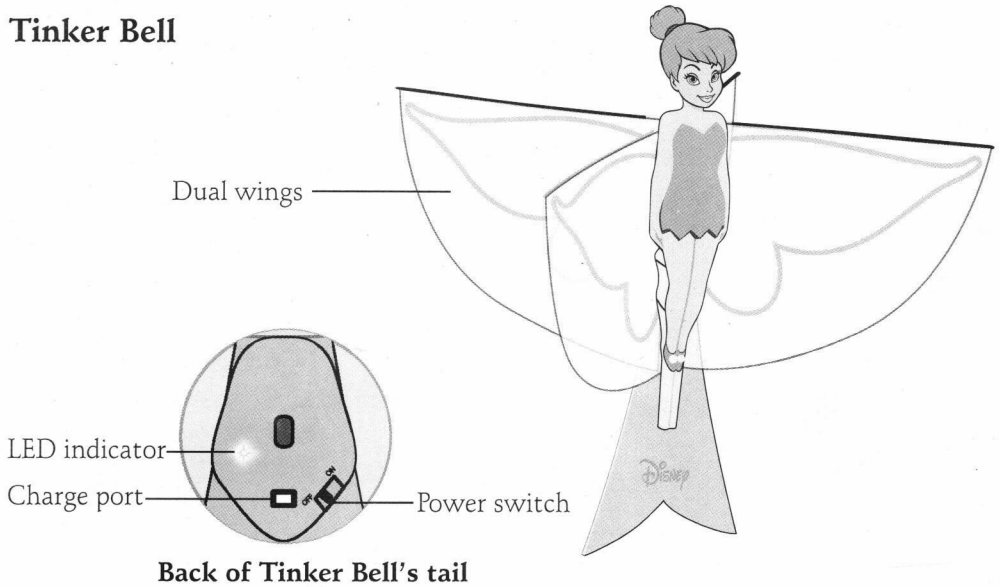


- 1 x User manual

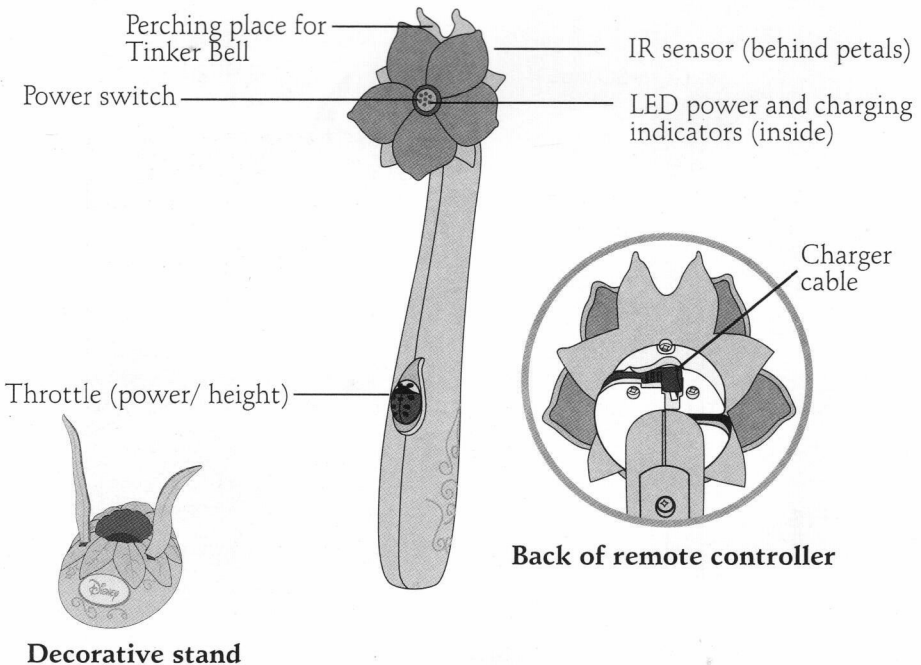


Tinker Bell overview

Tinker Bell



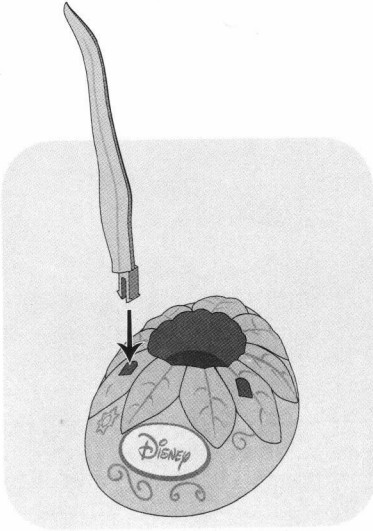
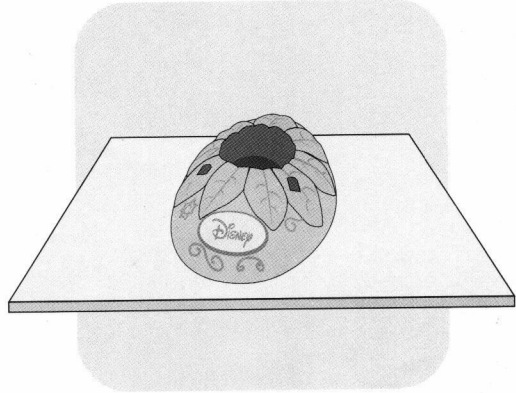
Remote controller



Setting up the stand

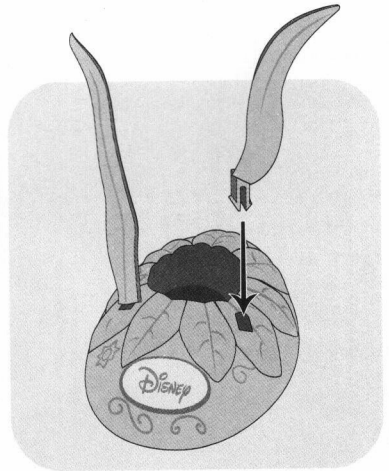
The Tinker Bell package includes a stand that has two decorative leaves. You will need to attach the leaves to the base. To do so:

1. Place the flat base on a table top.



2. Insert the longest leaf into the left side of the stand by pushing it into the slot on the stand.

3. Finally, slot the second, shorter leaf into the right side of the stand.



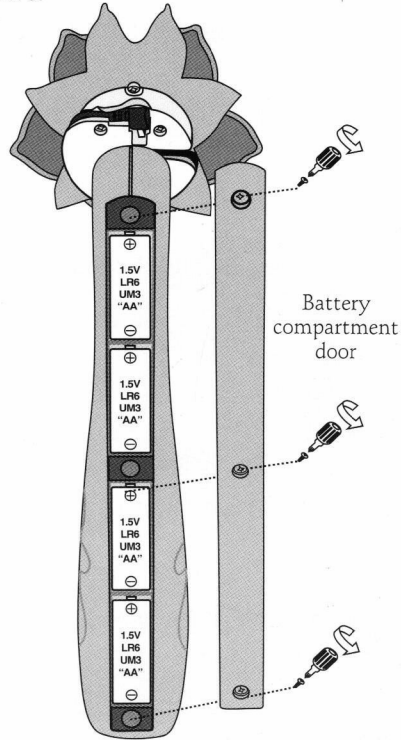
You can now place the remote controller in the base of the stand, and balance Tinker Bell on the perch at the top.

NOTE: Adult supervision might be needed when setting up the stand.

Battery details

The Tinker Bell remote controller requires 4 x "AA" size alkaline batteries (not included). Install the batteries as follows:

1. Open the battery compartment on the remote controller using a Phillips screwdriver (not included) to remove the screws on the battery compartment door.
2. Insert the batteries according to the diagram. Ensure that the positive and negative polarities match the illustrations inside the battery compartment.
3. Replace the battery compartment door by slotting the bottom in first. Replace the screws using the screwdriver. Do not over-tighten.



IMPORTANT BATTERY INFORMATION

- Use only fresh batteries of the required size and recommended type
- Do not mix old and new batteries, different types of batteries [standard (Carbon-Zinc), Alkaline or rechargeable] or rechargeable batteries of different capacities
- Remove rechargeable batteries from the toy before recharging them
- Rechargeable batteries are only to be charged under adult supervision
- Please respect the correct polarity, (+) and (-)
- 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
- This user manual should be kept because it contains important information.

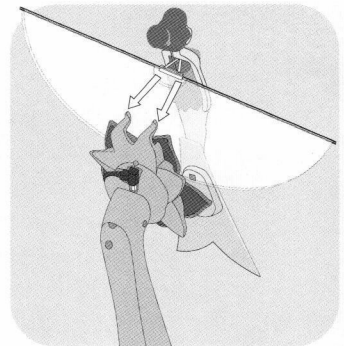
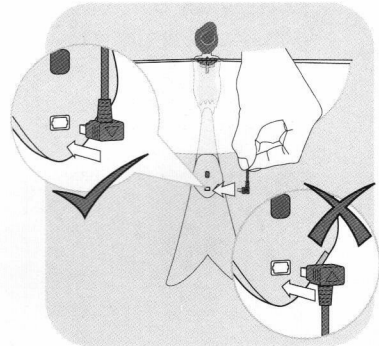
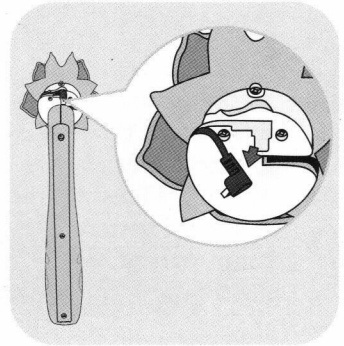
Charging Tinker Bell

Before flying Tinker Bell for the first time (or if you have depleted the charge) you will need to recharge her. This usually takes around 18 minutes and gives up to 4 minutes of flying time.

NOTE: When Tinker Bell's battery is running low, you will notice the sound of the motor will lower in tone. Tinker Bell will also fly lower, and become less responsive.

To charge your Tinker Bell do the following:

1. Make sure Tinker Bell is turned OFF before you charge her. The power switch is located on the back of her tail.
2. On the back of the remote controller, locate the charger cable.
3. Hold Tinker Bell gently by her body and insert the charger cable into the socket on her tail, as shown. Pay attention to the orientation of the socket and the connector on the cable.
4. Attach Tinker Bell to the remote controller by hanging her from the top two petals, as shown.



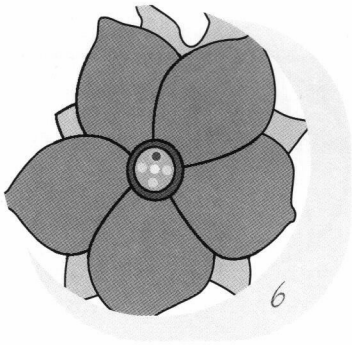
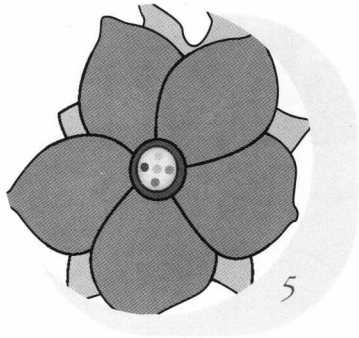
IMPORTANT: Do not force the connector into the socket – this can damage the socket. The exposed silver contact points on the side of the controller plug should line up with the cut-away side of the socket.

Charging Tinker Bell

The remote controller is equipped with a sleep function. The LED indicators will turn off if the remote controller is idle for more than thirty minutes. To turn the LED indicators back on, turn the remote controller OFF, and then ON again.

NOTE: Always remember to turn the remote controller off when not in use.

5. Press the power switch on the remote controller to turn it ON. If the connector on the cable is properly connected to the socket the LED indicators on the remote controller will pulse consecutively, to indicate it is charging properly.



6. When Tinker Bell has charged completely, only the top LED on the remote controller will pulse.

7. Carefully unplug the charger cable from Tinker Bell and store it.
8. Reset the remote controller by turning it OFF and then ON again, using the power switch located in the middle of the flower.

IMPORTANT: Do not turn Tinker Bell ON until you have unplugged the charger cable.

Operating Tinker Bell



When Tinker Bell is fully charged she is ready for take-off!

Flying location

It is best to use Tinker Bell in large indoor spaces, such as a gymnasium, inside your home or garage. Turn off air conditioner units and fans, and close any open windows in order to create a still environment in which to fly your Tinker Bell.



IMPORTANT: Do not fly Tinker Bell outdoors.

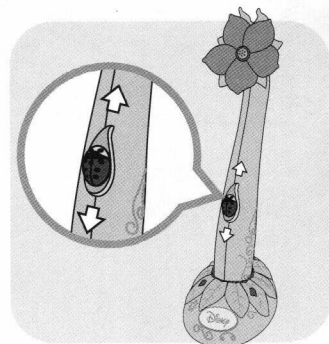
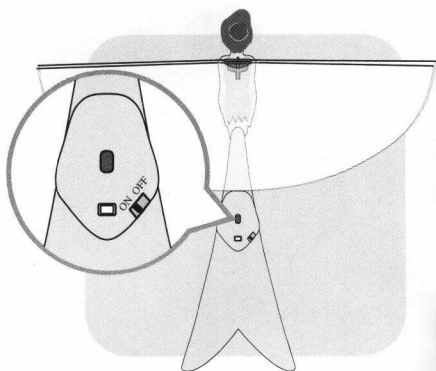
To operate Tinker Bell, do the following:

1. Turn the remote controller ON by pressing the power switch. The LED indicators will light up
2. Turn Tinker Bell on by setting the switch located on the back of her tail to ON.

NOTE: The LED indicator next to the IR sensor indicates when Tinker Bell is turned ON and has power.

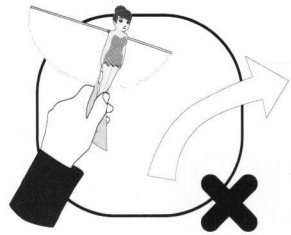
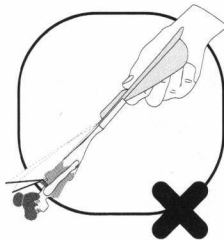
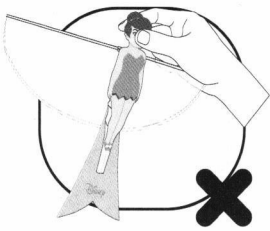
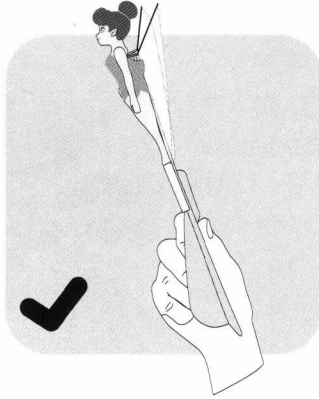
NOTE: When the LED flashes, it means that Tinker Bell is not receiving a signal from the remote controller.

3. Move the ladybug-shaped throttle up, and then down to initialize the remote controller.



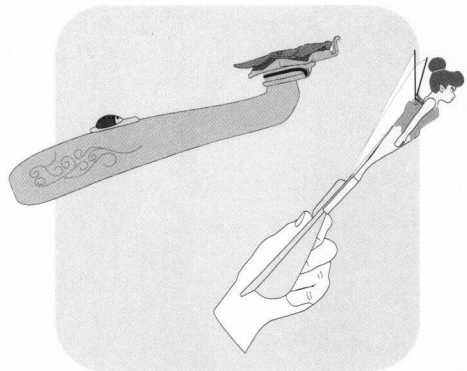
Operating Tinker Bell

4. Holding her in a vertical position facing outwards, launch Tinker Bell from your hand. She will flutter forwards, away from you.



NOTE: Do not throw Tinker Bell when launching.

5. Point the remote controller at Tinker Bell and push the ladybug-shaped throttle up, to increase the wing-flapping. This will control the height and power of Tinker Bell. To decrease the wing-flapping and lower the height and power of Tinker Bell, push the throttle down. Tinker Bell will turn in small circles as she flies.

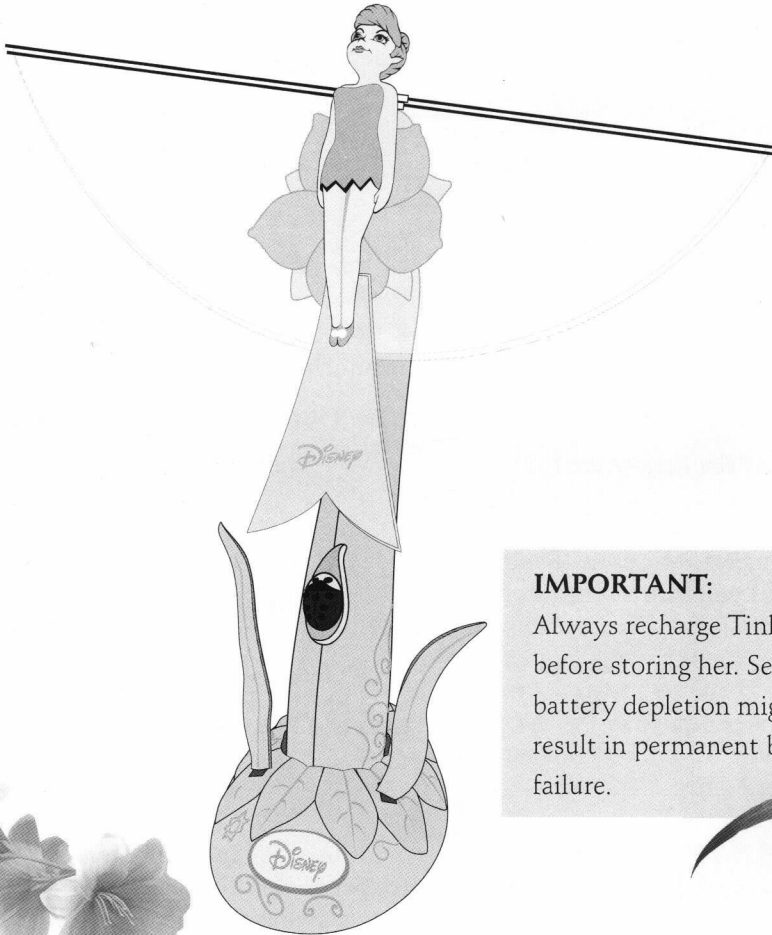
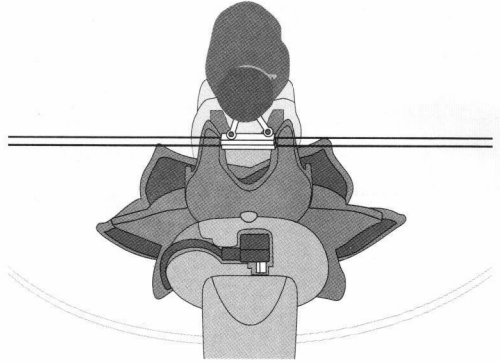


NOTE: If Tinker Bell is turned ON but not used for approximately one minute she will enter Sleep Mode to save her power. To reactivate her, turn her OFF and then ON again using the power switch located on the back of her tail.

Storage

Storage

When not in use you can perch Tinker Bell on the remote controller, as illustrated, and rest the remote controller in its decorative stand.



IMPORTANT:

Always recharge Tinker Bell before storing her. Severe battery depletion might result in permanent battery failure.

FAQs



FAQs

The following is a list of frequently asked questions regarding Tinker Bell:

Q. *My Tinker Bell is not charging properly...*

A. Verify that you are recharging her properly. During charging, the LED indicators on the remote controller will pulse consecutively. When Tinker Bell has finished charging, only the top LED on the remote controller will pulse. If Tinker Bell still does not charge, try replacing the 4 x "AA" size alkaline batteries in the remote controller.

Q. *I cannot control my Tinker Bell with the remote controller...*

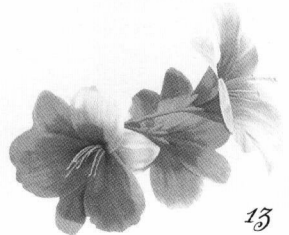
A. Check that the remote controller is turned ON. Always point the remote controller at Tinker Bell when controlling her. If you still have difficulties controlling her, try replacing the 4 x "AA" size alkaline batteries in the remote controller. Tinker Bell is equipped with a Sleep Mode. If she is turned ON but not used for approximately one minute, you will need to reactivate her. To do so, turn her OFF and then ON again using the power switch located on the back of her tail.

Q. *My Tinker Bell flies for less than 4 minutes on a full charge, and the charging time is less than 10 minutes...*

A. The batteries in the charger might be weak. Try replacing the 4 x "AA" size alkaline batteries in the remote controller.

Q. *How do I fly two Tinker Bells together at the same time?*

A. To fly two Tinker Bells together you must have one Tinker Bell that is Band A and one Tinker Bell that is Band B. The bands are labelled on the back of the packaging.



Tips and tricks

Tips and tricks

- Make sure you are pointing the remote controller at Tinker Bell. Try sliding the throttle up and down. This will vary Tinker Bell's height and power making her rise and dip, she will also turn slightly as she goes.
- Get together with your friends and launch two Tinker Bells in the air at the same time to create a kaleidoscope of Tinker Bells!
- Recharge your Tinker Bell only when she is no longer able to fly.



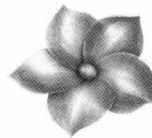
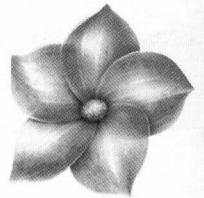
To learn more about Tinker Bell and her magical world, go to
www.DisneyFairies.com

To learn more about your remote controlled flying fairy, go to
www.flytechonline.com

For more tips and tricks, or if you have any questions that are not answered in this manual, go to
www.wowweesupport.com

To see the full range of WowWee products, go to
www.wowwee.com

Register at
www.registerwowwee.com



Limited Warranty



Limited warranty

WOWWEE FLYTECH 30-DAY LIMITED WARRANTY

WowWee's warranty obligations for this Tinker Bell (this "Product") are limited to the terms set forth below.

WowWee Group Limited ("WowWee") warrants to the original end-user purchaser that this Product will be free from defects in materials and workmanship under normal use for a period of 30 days from the date of retail purchase (the "Warranty Period"). This warranty is extended only to the original end-user purchaser of a new product that was not sold "as is".

If a defect arises:

(1) you may within 30 days from the date of retail purchase return this Product to the place of purchase, together with the original proof of purchase and either the original box or the UPC code label from the box, and this Product will be replaced or, in the event that a replacement for this Product is not available at the place of purchase, either a refund of the purchase price for this Product or an store credit of equivalent retail value will be provided; or

(2) you may after the day that is 30 days from the date of retail purchase and within the Warranty Period contact WowWee Customer Support to arrange for the replacement of this Product. In the event that a replacement for this Product is not available this Product will be replaced by WowWee with a product of equivalent or greater retail value.

A purchase receipt or other proof of the date of retail purchase is required in order to claim the benefit of this warranty.

If this Product is replaced, the replacement product becomes your property and the replaced Product becomes WowWee's property. If the place of purchase refunds the purchase price of this Product or issues a store credit of equivalent retail value, this Product must be returned to the place of purchase and becomes WowWee's property.

EXCLUSIONS AND LIMITATIONS

This warranty covers the normal and intended use of this Product. This warranty does not apply: (a) to damage caused by accident, abuse, unreasonable use, or other external causes not arising out of defects in materials or workmanship; (b) to damage caused by service performed by anyone who is not an authorized representative of WowWee; (c) to any hardware, software or other add-on components installed by the end-user; (d) if this Product has been disassembled or modified in any way; (e) to cosmetic damage, including but not limited to scratches, dents or broken plastic, or normal wear and tear.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MIGHT ALSO HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE. WOWWEE'S RESPONSIBILITY FOR PRODUCT DEFECTS IS LIMITED TO THE REPLACEMENT OF THIS PRODUCT OR THE REFUND OF THE PURCHASE PRICE FOR THIS PRODUCT. ALL EXPRESS AND IMPLIED WARRANTIES, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES AND CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN TIME TO THE TERM OF THIS LIMITED WARRANTY. NO WARRANTIES, WHETHER EXPRESS OR IMPLIED, WILL APPLY AFTER THE EXPIRATION OF THE LIMITED WARRANTY PERIOD. If any term of this warranty is held to be illegal or unenforceable, the legality or enforceability of the remaining terms shall not be affected or impaired.

EXCEPT AS PROVIDED IN THIS WARRANTY AND TO THE EXTENT PERMITTED BY LAW, WOWWEE IS NOT RESPONSIBLE FOR DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES HOWSOEVER CAUSED RESULTING FROM BREACH OF WARRANTY OR CONDITION OR UNDER ANY OTHER LEGAL THEORY, INCLUDING BUT NOT LIMITED TO LOSS OF USE. THE FOREGOING LIMITATION SHALL NOT APPLY TO DEATH OR PERSONAL INJURY CLAIMS, OR ANY STATUTORY LIABILITY FOR INTENTIONAL AND GROSS NEGLIGENT ACTS AND/OR OMISSIONS.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, OR LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THESE LIMITATIONS MIGHT NOT APPLY TO YOU.

Valid only in U.S.A.

Tinker Bell



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.

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

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.

Please keep these instructions as they contain important information.



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Customer Service: www.wowweesupport.com
www.wowwee.com

We recommend that you retain our address for future reference.

Product and colors may vary.

Packaging printed in China.

This product is not suitable for children under 3 years because of small parts - choking hazard.

MADE IN CHINA. © Disney

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