5. LEFT TRIM





If while the boat is moving forward it's veering to right then slightly turn the "steering" to the left until the boat is moving straight.

6. RIGHT TRIM

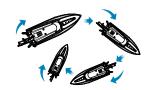




If while the boat is moving forward it's veering to left then slightly turn the "steering" to the right until the boat is moving straight.

7. RUDDER SETTING





Turn the switch to the left to increase the turning radius. Turn the switch to the right to reduce turning radius. (A too small turning radius can tip the boat over.)

8. CAPSIZE RECOVERY





If the boat capsizes, push and pull the throttle backwards and forwards repeatedly until the boat flips upright.

9. DIVE MODE







- 1. Pull the throttle backwards and the boat moves forward (fig.1)
- 2. Push the throttle all the way forward then press the dive button. The boat diving lasts approximately 3-5 seconds then rises to the surface (fig.2)
- **Note:** If the boat cannot dive after following instructions, adjust the rudder setting on the remote control to the right then try diving again.

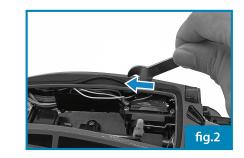
WEAK SIGNAL AND LOW POWER ALERT

- 1. While driving the boat, if the transmitter BEEPS 1 time repeatedly and the POWER RED light flashes, it indicates that the transmitter's battery is low. Replace all the batteries in the transmitter with **NEW** batteries.
- 2. When the transmitter BEEPS 2 times repeatedly and the ALERT LED flashes GREEN, it indicates that the boat's battery is low. Bring the boat back immediately and replace or recharge the battery.
- 3. When the transmitter BEEPS 3 times repeatedly and the ALERT LED is solid GREEN, it indicates that the boat is about to go out of range. Quickly steer the boat back within range or risk losing control of the boat.

Note: If the boat is diving and the transmitter beeps or has a green LED illuminated, that is normal, it may not happen every time with diving mode.

REPLACE THE BOAT'S WATERPROOF RING











- **1.** Put the tool on the waterproof ring.(fig.1)
- 2. Push the tool downward to push out the waterproof ring on the boat (fig.2)
- **3.** Take out the old waterproof ring (fig.3)
- **4.** Install the new waterproof ring into the boat (fig.4)

PARTS



Discharge Tube

H153-13

Light Board







Steering Engine

H153-09

Tail Vane







USB Charging Line





Guiding Rudders



H153-08

Steering Engine Bar











Display Racks





H153-17 Silicone Water Proof Plug

Please contact Support@force1rc.com with your order number and shipping address for fast and friendly service!







HIGH SPEED RC BOAT

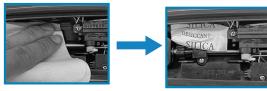
Accessories for replacing the waterproof ring

SAFETY GUIDELINES

- **1.** Use under adult supervision. The recommended age is 8 years old or older.
- **2.** Wait for the battery to cool before recharging, after the boat is used.
- **3.** When driving, make sure no humans or animals are in the water to avoid injury. There must be no weeds or debris on the surface of the water to prevent the propeller from becoming entangled or damaging the boat.
- 4. Remote control distance is about 260 feet (80 meters), please do not exceed the effective control distance, to avoid losing the boat.
- 5. Please keep a safe distance from the high speed rotating propeller to avoid the risk of lacerations, entanglement or other injury. If the water sensor is wet, the propeller may move while out of the water, be cautious of this. There are two small silver water sensors on the top and two on the bottom of the boat.
- **6.** Always keep small parts and electrical parts out of the reach of children.
- **7.** The charger is not a toy. Only use the original charger provided.
- 8. Battery charging should be done in a location out of reach of children. When charging, it must be kept away from expensive or flammable materials such as beds, carpet, wood floors etc.
- 9. Keep the battery out of direct sunlight, always store it at half charge and keep it in a lipo safe battery bag (not included).
- **10.** Do not leave battery charging unattended or overcharge the battery.
- 11. Do not reverse polarity or puncture batteries. Do not store the batteries near any heat source.
- 12. Only use the boat in fresh water or pools without liners as the boat can damage liners, salt water may cause erosion.
- 13. Force1RC cannot be held liable for any damages to property or personal injury.

MAINTENANCE AND CARE

- 1. If the boat is not being used, remove the battery and store in a lipo safe battery bag (not included) at about
- 2. If you do not plan to use your boat for an extended period of time, remove the batteries from the transmitter to avoid battery leakage, which may damage the controller.
- **3.** The boat and the transmitter should be protected from prolonged exposure to the sun to prevent damage.



Note: When you're finished driving the boat. drain any water from the hull. A small amount of water in the hu**ll** is ok. Be sure to dry the boat out completely with a cloth and desiccant if you have it.

INSIDE THE BOX

- RC Boat
- Remote controller
- 3.7V 800mAh Li-ion battery × 2
- USB charger
- Manual
- Spanner
- Spare propeller
- Spare nut for propeller
- Display rack

Drive system: 180 strong magneto motor

PRODUCT SPECIFICATIONS

Control distance: Approxmiately 260 feet (80 meters)

Control frequency: 2.4GHz

Charging time: Approximately 120 minutes

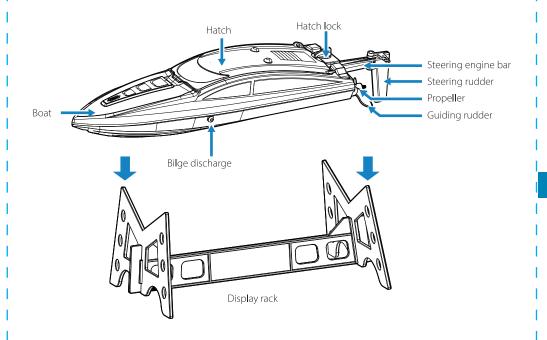
Play time: Approximately 10 minutes per fully charged battery

Boat Battery: Li-ion 3.7V 800mAH (2 x included)

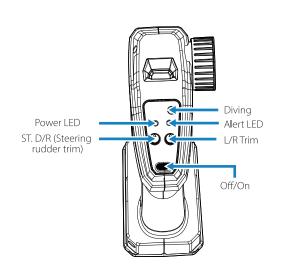
Remote controller battery: 3 x AA (not included)

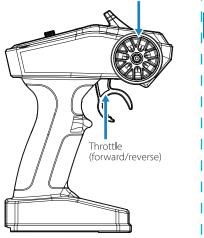
Charger: USB charger **Speed**: About 20KM/H

BOAT DIAGRAM

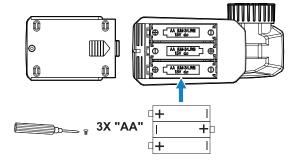


TRANSMITTER DIAGRAM





BATTERY INSTALLATION - TRANSMITTER



Unscrew and open the battery cover on the bottom of the remote. Insert 3 x AA Batteries in the correct direction. If the transmitter will not be used for a long time, please remove the batteries to prevent battery leakage and damage to the transmitter.

Note: While driving the boat, if the transmitter BEEPS 1 time repeatedly and the POWER RED light flashes, it indicates that the transmitter's battery is low. Please replace or recharge the battery.

CHARGE THE BATTERY



Please connect the USB charger to USB output on computer, power bank or .C/DC adaptor.



Insert the battery into the black connector of the USB charger.

When the transmitter beeps twice repeatedly and the "ALERT" LED flashes GREEN, it indicates that the boat's battery is low. Bring the boat back immediately and replace the battery.

- * Power output of 5V 0.5-1A must be used for safe charging.
- * Always only use the USB cable provided.
- *While charging the red light of the USB charger will be off.
- * When charging is complete, the red light of the USB charger will turn on.

BATTERY INSTALLATION - BOAT











- 1. Unlock the switch to open the cabin cover, fig. 1
- 2. Install the rechargeable battery and connect it to the power input of boat, fig. 3 and fig. 4
- 3. Close and secure the cabin cover of the boat, fig. 5 and fig. 6 -3-

PAIR THE TRANSMITTER WITH THE BOAT

- 1. Place the boat in the water after installing the battery. The boat will not run if it is not in the water.
- 2. The transmitter will beep when you turn it on and the power indicator of the controller will go from flashing to solid, indicating the transmitter and boat are now paired.

Important Note:

- 1. Please make sure that the boat is in the water otherwise it will fail to pair with the controller.
- **2.** The boat won't work when the battery is low.
- 3. There are two sensors on the bottom of the boat and two on the top of the boat. If they are wet the propeller can still move.

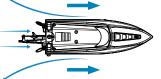
Warning: Keep body parts, clothing and hair away from the propellers and turn off the transmitter.

OPERATION INSTRUCTION

1. FORWARD



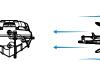


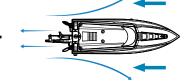


Pu**ll** the throttle backwards and the boat moves forward.

2. BACKWARD







Push the throttle forward and the boat moves backward.

3. TURN LEFT







Turn the wheel to the left when the boat is moving, and the boat turns left.

4. TURN RIGHT







Turn the wheel to the right when the boat is moving, and the boat turns right.



Direction(left/right)