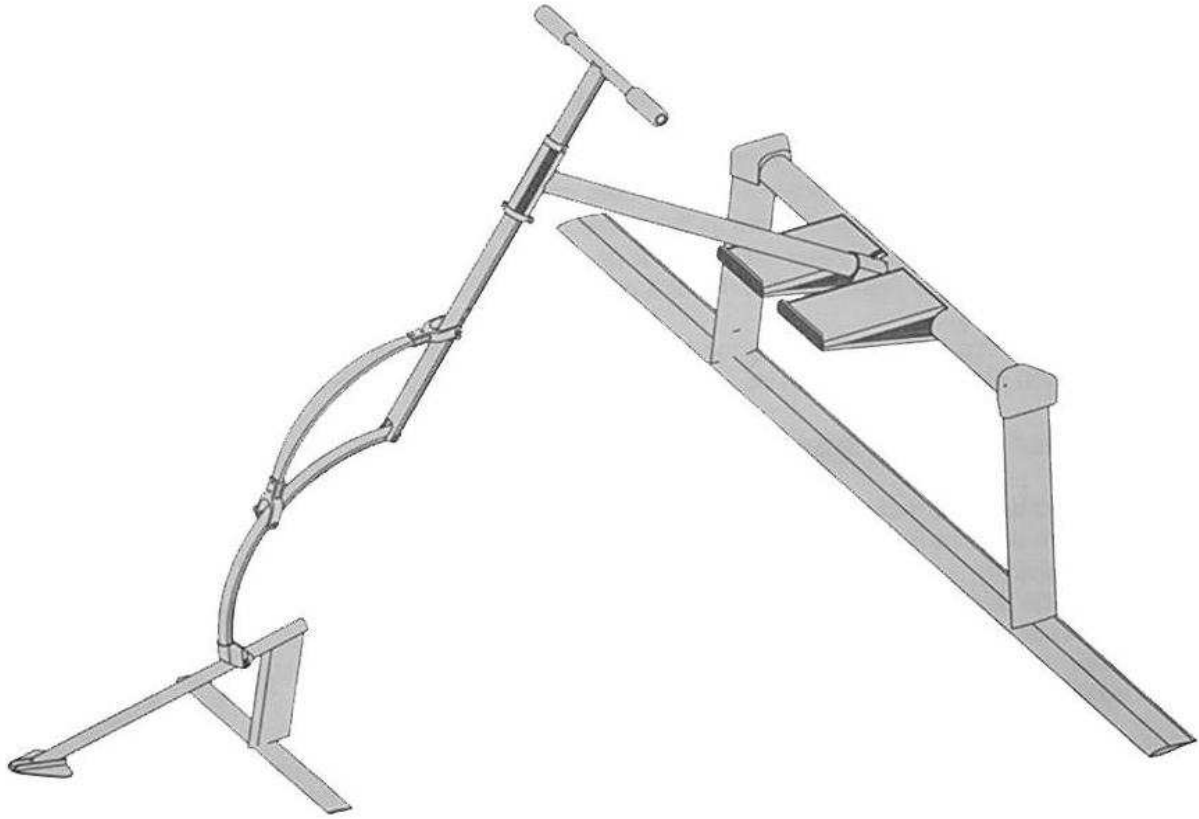

The WaterScooter

Owner's Manual



TIGER GOLF CO.,LTD

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The WaterScooter Owner's Manual

Congratulations on your purchase of the WaterScooter! You now have in your possession a very unique product that you can use for fun and exercise.

Please read through the entire owner's manual before you take the WaterScooter out to the water for the first time. It is very important that you have the WaterScooter assembled correctly and that you read the instructions about getting started.

Safety Precautions

Using the WaterScooter is a great way to add fun and exercise to your lifestyle. As with any exercise program, please consult a physician before you use the WaterScooter, especially if you have any pre-existing health problems or concerns.

1. Always wear a life jacket.
2. It is recommended that you wear water shoes or sandals.
3. Do not use the WaterScooter if you cannot swim.
4. Never take the WaterScooter out farther than you can swim back. Watch for strong currents or waves that may take you out further than you expected.
5. Always go with another person who can help you if necessary
6. Do not ride close to other objects in the water (i.e. boats, people, etc)
7. Do not tow the WaterScooter with a boat or any other water craft.
8. Do not operate the WaterScooter if there are any parts damaged or missing, including the plastic parts
9. The WaterScooter is not suitable for children under 12 years of age.
10. Drugs and alcohol should not be used when operating the WaterScooter

Before you use the WaterScooter remember to:

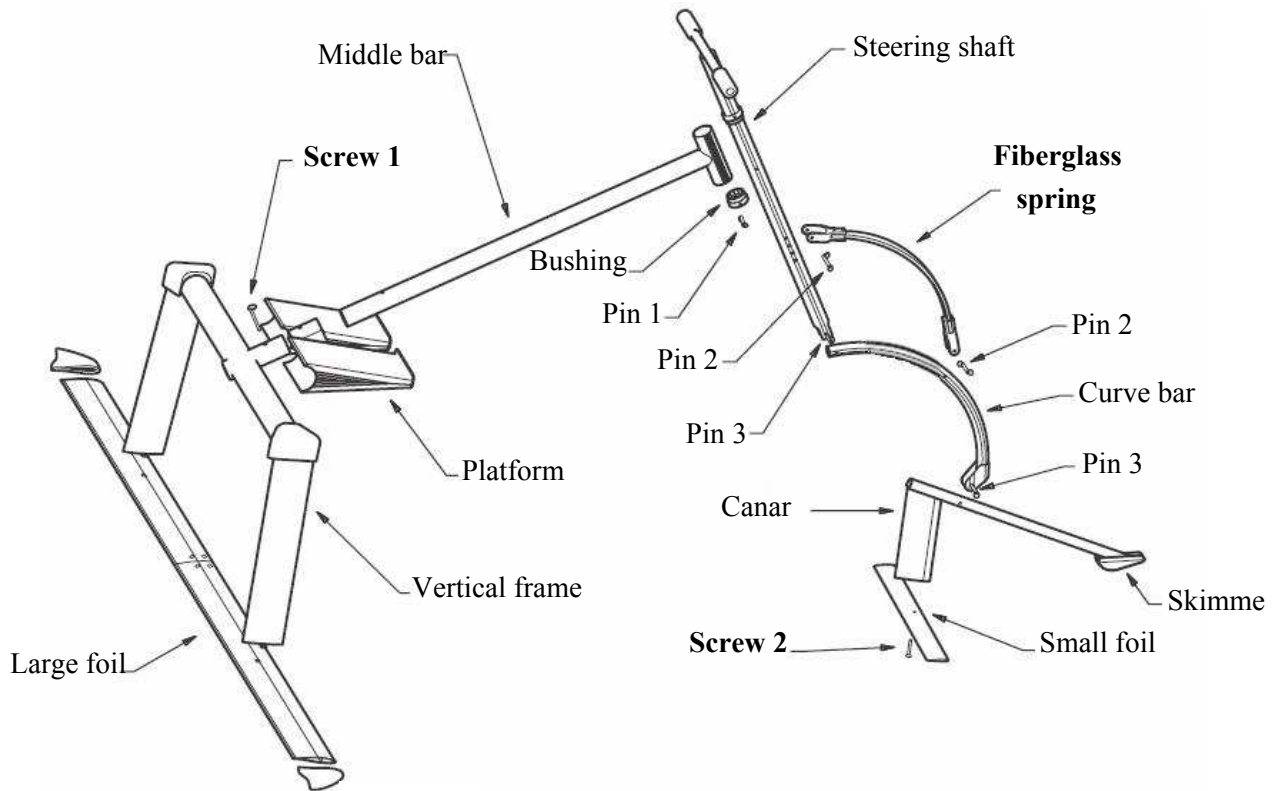
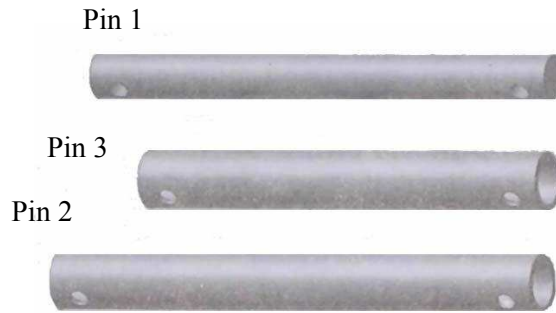
1. Check to be sure that the WaterScooter is properly assembled.
2. Check to be sure that the spring is set for the correct weight of the person using the WaterScooter.
3. Check the depth of the water. The WaterScooter from a dock or a boat in at least 6.5 feet (2 meters) of water.
4. Check the water for things such as underwater plants, rocks and litter, etc. If the hydrofoils get caught on anything, The WaterScooter cannot stay afloat.

The WaterScooter must be started from a dock or a boat. The water should be calm, although smooth waves can also be present. Be prepared to fall in the water the first few times you try using the WaterScooter!

The WaterScooter itself will float. At any time you are in the water and tired, you can rest holding onto the vertical frame.

Parts List:

- 1 Large Foil**
- 1 Vertical Frame**
- 1 Platform**
- 1 Middle Bar**
- 1 Steering Shaft**
- 1 Fiberglass Spring**
- 1 Curve Bar**
- 1 Canard**
- 1 Small Foil**
- 2 Skimmer (one extra)**
- 5 Pins (3 sizes)**
- 2 Bushing**
- 5 Screw (4 sizes)**
- 1 Floatation Buoy**
- 1 Hex Wrench**

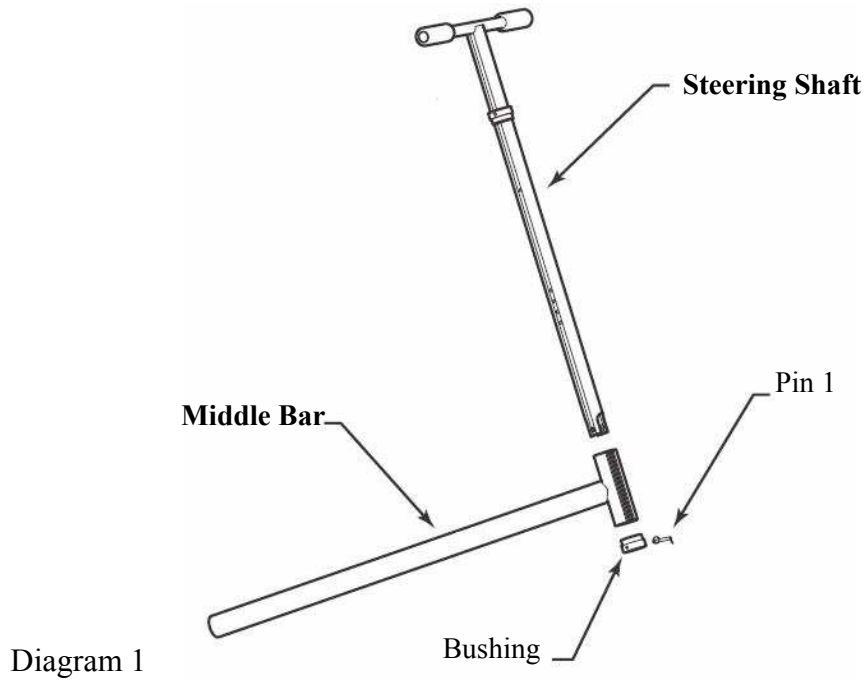


The WaterScooter

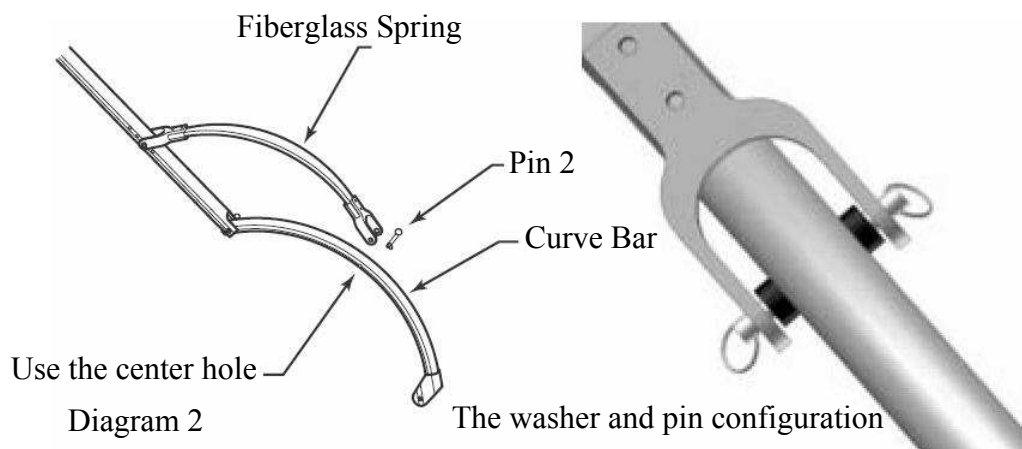
Assembly: Eight Easy Steps

Please follow these steps for putting your WaterScooter together. Make sure you have a good size area to work in. See the previous page for a parts list and a diagram of the WaterScooter and it's pieces. The number you see beside the pins indicates its size.

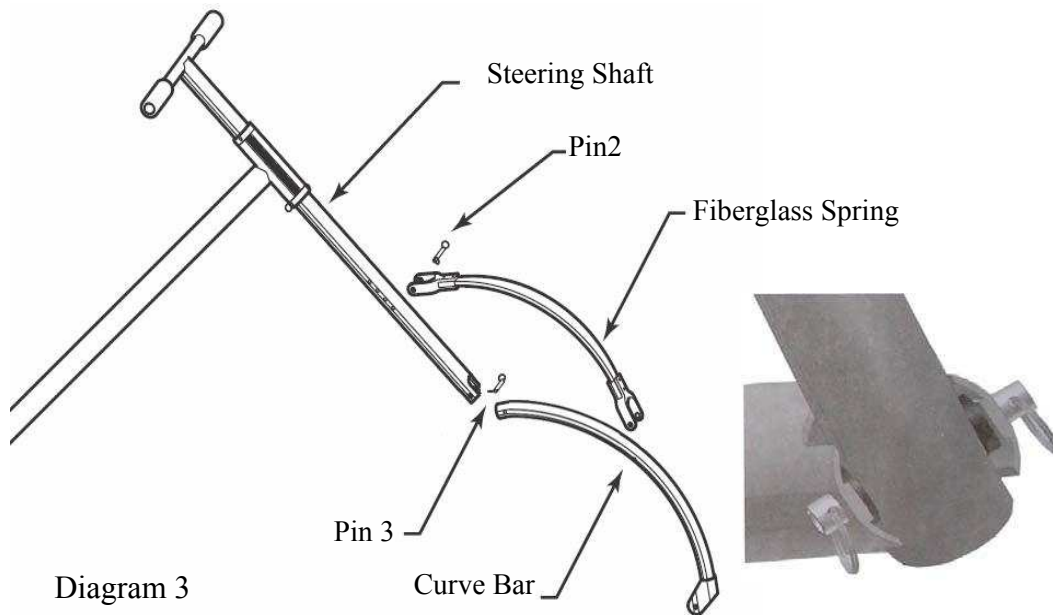
1. Slide the steering shaft through the tube of the middle bar until it stops. Next, slide the bushing up the tube until it stops, and then insert pin 1. Diagram 1.



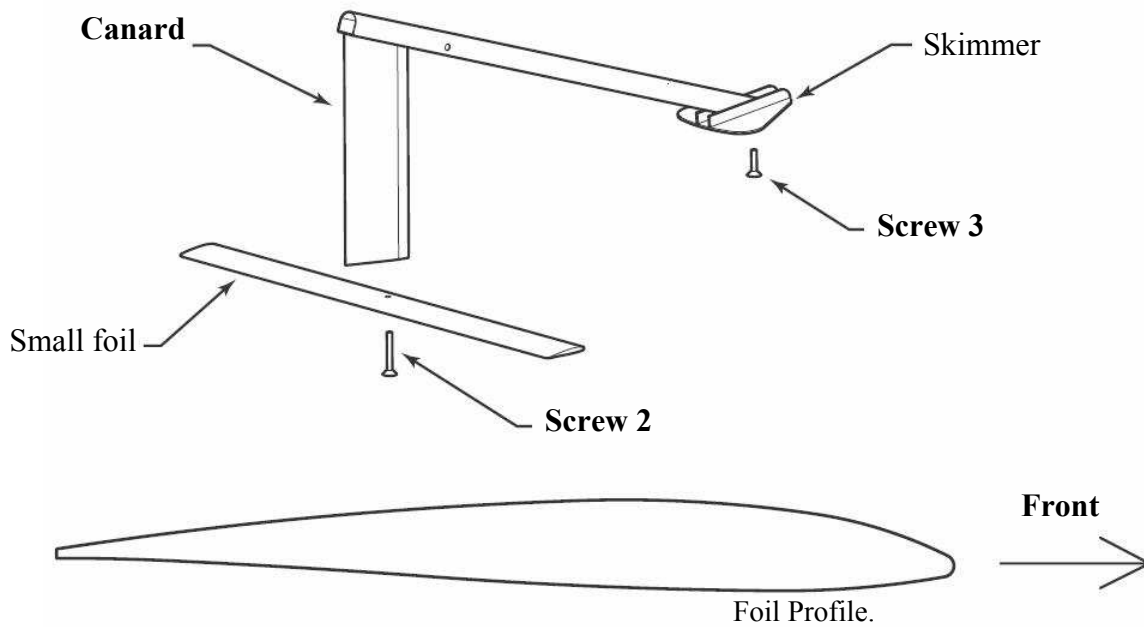
2. Connect the fiberglass spring to the center hole of the curve bar by inserting pin 2. Check to be sure that you use the end of the spring that has the thicker plastic spacers. Diagram 2.



3. To attach the curve bar to the bottom end of the steering shaft, insert pin 3. To attach the fiberglass spring to the middle of the steering shaft, insert pin 2. The hole you use depends on the user's weight. Diagram 3



4. Screw the small foil onto the canard using the hex wrench. Make sure the front of the small foil is forward, towards the skimmer. Remove the screw from the skimmer. Fit the skimmer to the tip of the canard. Put the screw back into the hole and secure the parts together. Diagram 4.



5. Attach the Curve bar to the canard by inserting pin 3. Diagram 5.

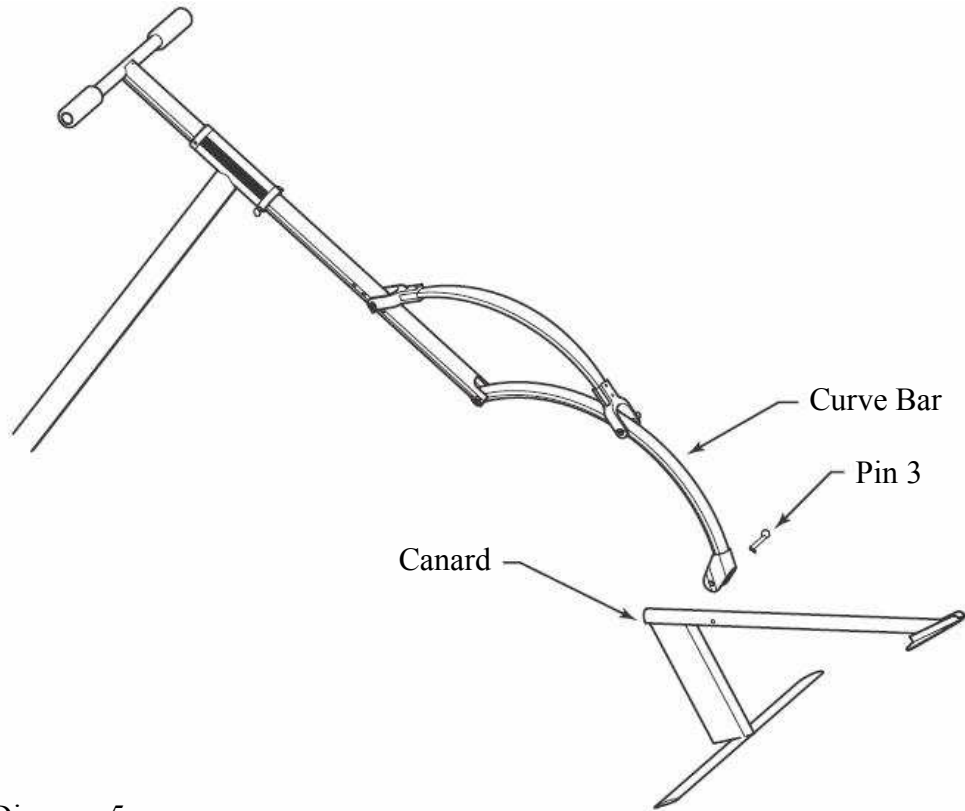


Diagram 5

6. Large Foil: Fit the two pieces of the large foil together Turn the screws with the hex wrench to fasten the two pieces together. Diagram 6.

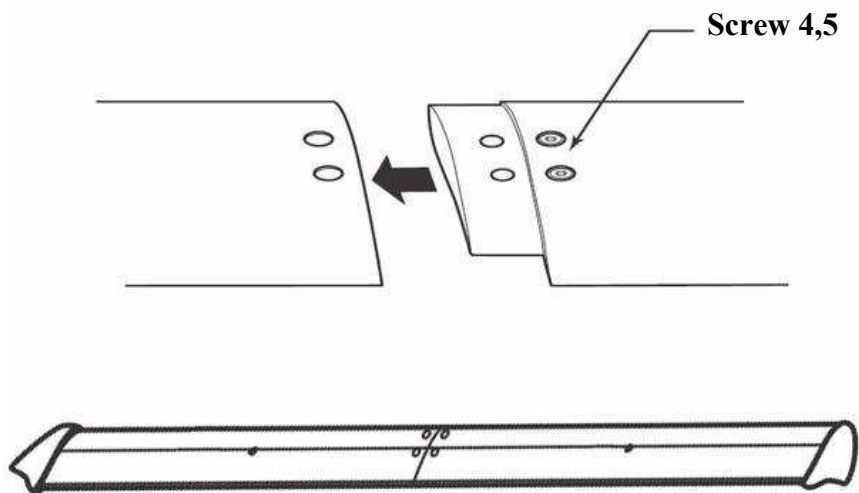


Diagram 6

7. Attach the large foil to the vertical frame. Make sure the front of the large foil is forward, towards the platform and canard. Diagram 7.

First, put the head of screw on the vertical into the larger hole on the foil and then slide it over to the smaller hole

Second, press the other vertical inward until the head of screw goes into the larger hole and then release the pressure to allow it automatically slide into the smaller hole

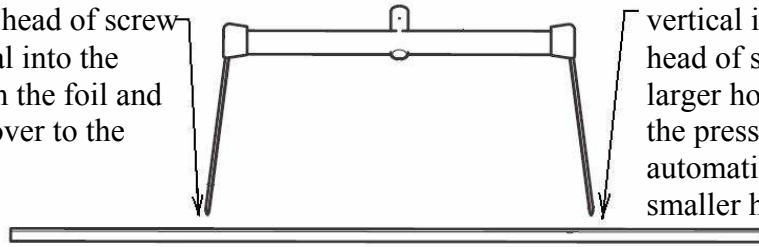


Diagram 7

Foil Profile.

8 .Attach the platform by placing it over the tube in the middle of the vertical frame until the concave end is against horizontal bar . Then insert the middle bar into the tube in the vertical frame. Insert screw and tighten with the hex wrench to secure .Diagram 8

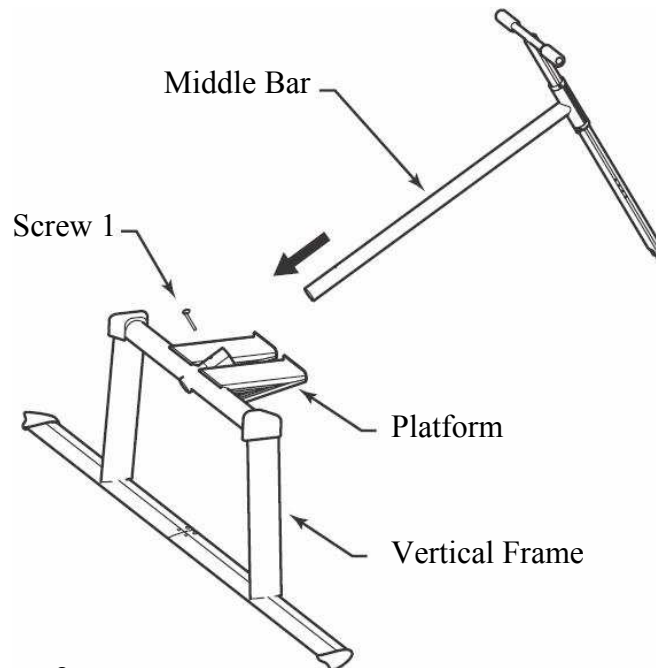


Diagram 8

Getting Started on the WaterScooter

Read through these instructions completely before using the WaterScooter for the first time. Make sure the spring is on the correct setting for the person using the WaterScooter.

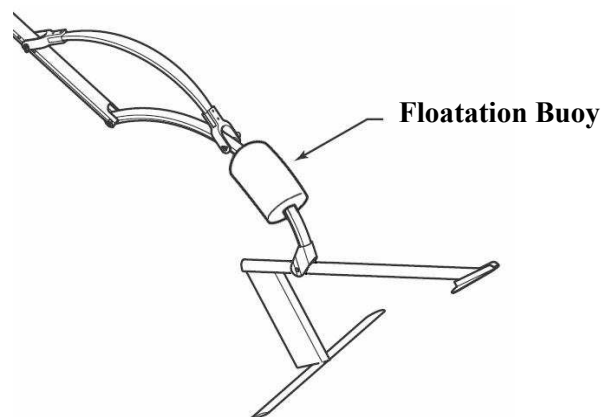


The settings are:

- Hole 1 (from top) — 70-100lbs (32-45kg)
- Hole 2 — 100-140lbs (45-64kg)
- Hole 3 — 140-190lbs (64-86kg)
- Hole 4 — 190-250lbs (86-114kg)

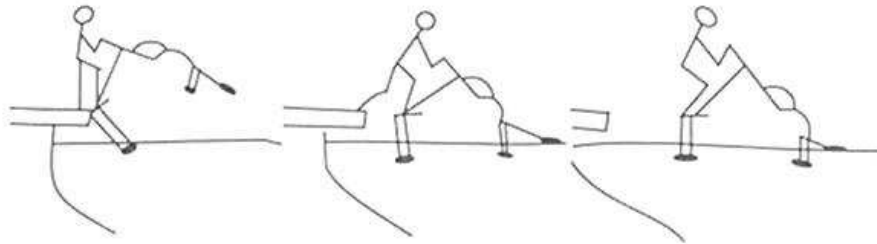
When you are on the WaterScooter in the water, you should be about one foot (30cm) above the water surface.

An optional floatation buoy is included for the front curve bar. The AquaSkipper will float; however, the buoy will help the front end of the AquaSkipper rise to the surface more quickly. Beginners might find it easier to swim back to the dock with this attached.

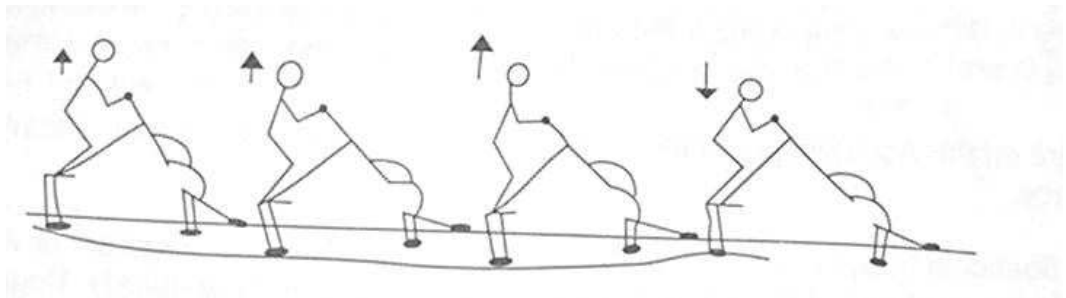


LAUNCHING

-
1. You need to launch the WaterScooter from a dock or a boat in at least 6.5 feet (2 meters) of water.
 2. Hold the handlebars and lower the large foil down to just above or under the water surface.
 3. Stand at the edge of the dock with the foot you are going to push with slightly over the edge. Put your other foot on the WaterScooter's platform. If your foot is not over the edge of the dock, you could slip and you will not get a powerful enough push to start. It is recommended that you wear water shoes or sandals.
 4. Rock forward, and as the skimmer reaches the water, give yourself a powerful push off the dock. The small foil will end up under the water. The skimmer will be on top of the water.

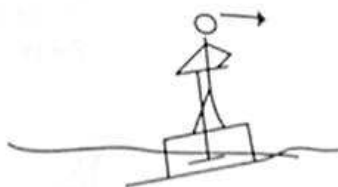


Start jumping! Setting a rhythm to the motion will allow you to move proficiently over the water surface. Jump on the balls of your feet, up on you toes. Stand near the front of the platform to help recover from a stall. Stand back on the platform for more efficiently. If the WaterScooter starts leaning to one side or the other, use your body weight to counterbalance it.



TURNING

When you turn the WaterScooter, the side of the wing you are turning towards will loose some of its lift. To counteract that you need to lean your body to the opposite side



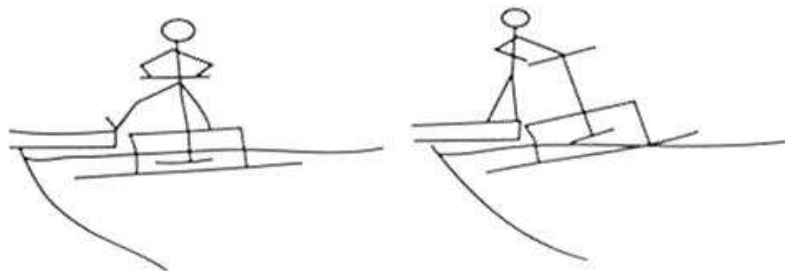
For a right-hand turn, turn the handlebars to the right, but lean your body to the left.

LANDING

There are two options when you are ready to 'land' your WaterScooter. You can either stop jumping near the dock and the WaterScooter will stop (you'll end up in the water). Or you can land on a dock.

Caution: Make sure there is room under the dock for the hydrofoil wings to move under it.

1. Always come up to the dock on your right or left side. Do not try to land straight on.
2. When you are about 30 feet (10 meters) from the dock, stop jumping and let the AquaSkipper glide. (The distance you stop jumping to the dock depends on the speed you are traveling.)
3. As you get close to the dock, have one foot prepared for landing. Simply step off onto the dock.
4. Try to keep your grip on the WaterScooter handlebars as you step off.
5. After you have landed, pull the WaterScooter onto the dock.



SWIMMING WITH THE WATERSCOOTER

For those rare times when you might fall in the water with the WaterScooter, here is the easiest way to swim back to the dock.

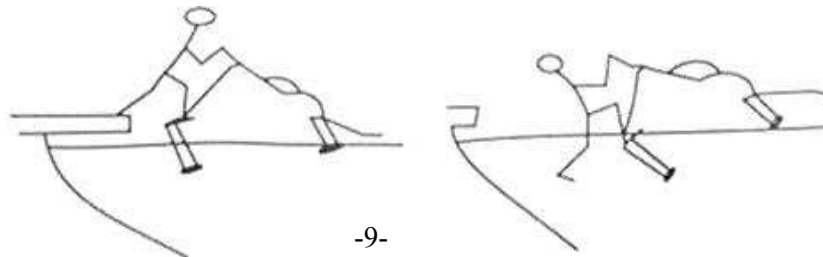
1. Let the WaterScooter rise to the surface of the water; it will float.
2. Grasp the WaterScooter by the canard. Just behind the skimmer and swim. The hydrofoils will be streamlined with your swimming direction. **Be careful not to kick the hydrofoils. The sharp metal may cause cuts.** See the video for a demonstration.

BEGINNER PROBLEMS

Below you will find two examples of the most common mistakes people make when they are first trying to use the WaterScooter. Please read through this section so they you

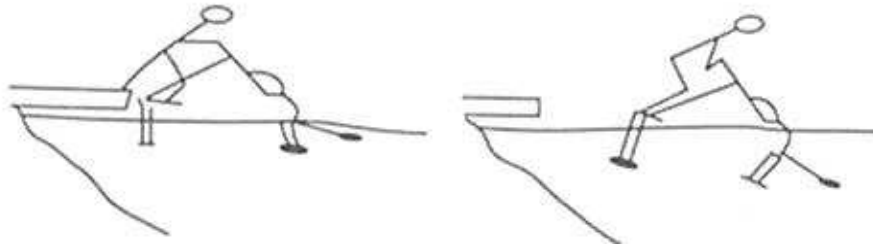
are familiar with the problems, then you are less likely to do them!

Problem#1:



The drawing above shows a person whom either has not given a big enough push to start, or their weight was too far back.

Problem#2:



In the drawing above, the person has put too much weight over the handlebars. The front wing is not big enough to handle the weight so the skimmer and hydrofoil dive under the water surface.

Make sure the skimmer in the front doesn't go under the water. It should lock on the top of the water surface. Once you are on the WaterScooter, you want to feel like your feet are being pushed up by the platform. Really push your feet down on the platform with a very deliberate motion. Then feel the rebound before you push hard again with your feet. Most of your power will come from your legs, with little coming from your arms.

WARRANTY

We warrant that his product shall be free from defects in material or workmanship for 90 days from the date of purchase. This warranty does not apply to any product that had been subject to misuse, abuse or negligence. Defects caused by tampering, alterations and / or repairs are not covered by this warranty.



MANUFACTURER:

TIGER GOLF CO.,LTD