

King's Ransom™



Warranty

AquaCraft™ will warrant this kit for 90 days after the date of purchase from defects in materials or workmanship. **AquaCraft** will either repair or replace, at no charge, the incorrectly made part.

Make sure you save the receipt or invoice you were given when you bought your model! It is your proof of purchase and we must see it before we can honor the warranty.

To return your Kings Ransom for repairs covered under warranty you should send it to the below address.

Hobby Services
3002 N. Apollo Drive, Suite 1
Champaign, Illinois 61822
Attn: Service Department
Phone: (217) 398-0007 9:00 am – 5:00 pm Central Time M-F
E-mail: hobbyservices@hobbico.com

Thank you for purchasing AquaCraft's Kings Ransom Pirate Ship. This manual contains the instructions you need to safely prepare, operate, and maintain your R/C boat. Read over this manual thoroughly before operating your ship.

If for any reason you feel this model is not for you, return it to your local dealer immediately.

PLEASE NOTE: Your hobby dealer can not accept a return on any model boat after the assembly sequence has begun.

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REPAIR SERVICE

After the 90-day warranty has expired you can still have your Kings Ransom repaired for a small charge by the experts at AquaCrafts's authorized repair facility, Hobby Services, at the address listed on the front page of this manual.

To speed up the repair process please follow these instructions:

- Under ALL instances return the **ENTIRE** system, ship and radio.
- Make sure the radio is turned off and that all batteries are unplugged and or removed from the battery holders.
- Describe the problem with as much detail as you can. Also include a phone number that you can be reached during daytime hours. If your ship qualifies for warranty please make sure you include a proof-of-purchase (store receipt or purchase invoice)
- Also be sure to include a return address in the box with the product.

SAFETY PRECAUTIONS

- Adult supervision is strongly recommended! Children should be warned about the dangers of playing in close to the proximity of water.
- This ship is controlled by radio signals. Before turning on your hand held transmitter make sure there is no one else in the area on the same radio frequency (channel).
- Avoid coming in contact with the spinning propeller.

TOOLS & OTHER ITEMS REQUIRED

- ☐ DTXC2020 1900mAh 7.2 volt battery pack
- ☐ DTXP4020 Duratrax Piranha CX-15 Fast Charger w/meter
- ☐ Eight (8) "AA" Batteries for the Transmitter
- ☐ Hobby knife
- ☐ Small phillips screwdriver
- ☐ Clear Tape
- ☐ Light oil

OTHER USEFUL ITEMS

- ☐ Paper towels
- ☐ Sandpaper
- ☐ Epoxy
- ☐ Household cleaner
- ☐ Sunglasses
- ☐ Sun Block
- ☐ Rubber boots
- ☐ Cooler with plenty of drinking water
- ☐ Lawn chair
- ☐ First Aid Kit
- ☐ Cyanoacrylate (CA) glue

PIRATE SHIP TERMINOLOGY

BOWSPRIT: Round pole that extends from the bow of the ship.

BOW: The front of the ship.

STERN: The back of the ship.

PORT: The left side of the ship.

STARBOARD: The right side of the ship.

HULL: The lower super structure of the ship.

DECK: Floor-like platforms built into a vessel.

RUDDER: Hinged plate on the back of the ship that controls the steering.

MAST: Timbers that hold up the sails.

CROWS NEST: Lookout platform typically attached to the top of the main (center) mast.

PLANK: Board that protrudes from the side of the ship for taking short walks on.

ARRR: Pirate terminology, to acknowledge or as if to say "yes".

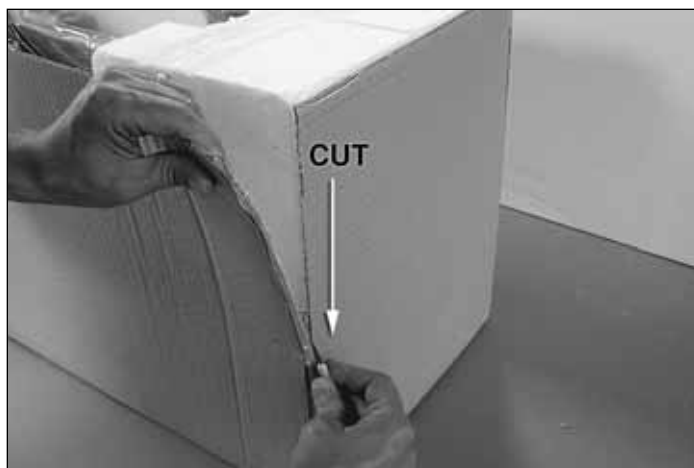
SKALLYWAG: One that might be asked to walk the plank, an acquaintance, mother-in-law or co-worker!

PLEASE READ ME FIRST

REMOVING THE SHIP FROM THE CARTON

After opening the box we advise you remove the ship from the shipping carton using these basic steps:

- ❑ 1. Carefully cut any tape and remove the sail and mast assembly box, which should be on top.



- ❑ 2. Cut down the sides of the inner box on two (2) of the four corners.



- ❑ 3. Slide the ship and styrofoam packing out from the box at the same time. Then remove the keel weight and the transmitter. Cut any tape and carefully extract the King's Ransom display stands from the box.

- ❑ 4. Carefully cut any tape holding the two foam cradle halves together and extract the hull from the foam and set it on your display stand.

If you wish, slide the foam back in the box, raise the flap and put the cover back on the box. Save the box for future moving or storage.

KING'S RANSOM FINAL ASSEMBLY

TRANSMITTER ASSEMBLY

NOTE: The transmitter is not water resistant and should never come in contact with water.



- ❑ 1. Remove the transmitter antenna from the plastic bag. Screw the antenna into the hole located at the top of the transmitter. Give a light tug on the antenna to make sure it is properly installed.



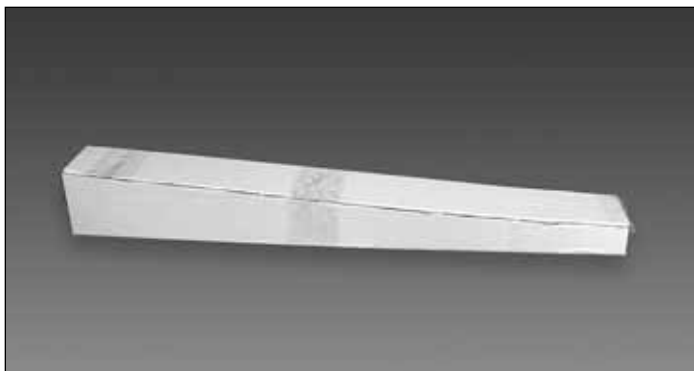
❑ 2. Slide the battery door open on the bottom of the transmitter and install eight (8) fresh “AA” batteries. Follow the diagram located in the bottom of the battery try for proper battery orientation.

❑ 3. Turn the transmitter “ON”. The battery light should glow bright red in color. If the light does not turn on, re-check the installation of the batteries. If the light flashes and beeps the batteries are worn out and need to be replaced.

ATTACHING THE MASTS AND RIGGING THE SAILS

NOTE: The Kings Ransom comes with two stands. One is for displaying the ship without the keel and the other is for at the pond with the keel attached. Use the pond stand during assembly.

NOTE: For the purpose of this manual we are using light color string making it easier to see the line in some of the pictures. Your ship will come with the proper color string.



Upon opening the sail box you will find a numbering system to help you place the masts and rigging in there proper places on the ships deck and sides. Do not remove the labels until after you have completed assembly of the ship. Take your time rigging the sails and masts, adjusting them to your likeness.

NOTE: The numbers you see in the pictures of this manual might be different then they are on your ship. The numbering system is for your reverence only and should not be compared to our photos.

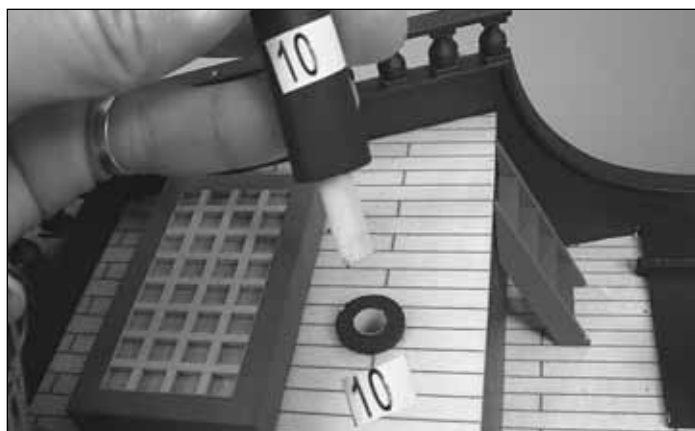


Let's start from the front (Bow) of the ship and work our way to the back (Stern).

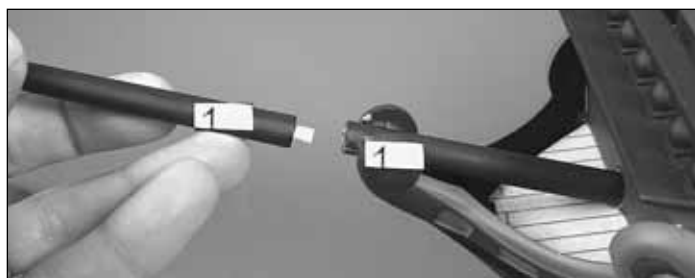
Remove the sail bags and other parts from the sail box. Carefully remove the sails and mast from bag one and set the others aside.

BOWSPRIT AND FORE MAST (BAG 1)

NOTE: For ship part names please refer to the illustration on page 12.



❑ 1. First, slide the fore (front) mast into the first mounting hole in the top of the deck. The spacer washers for the masts (found in the parts bag) are used to adjust the tension of the side rigging if desired. We recommend starting without washers and adding them one at a time as needed to achieve the desired tension. Let the side rigging fall to the sides of the ship with the corresponding numbers dictating on which side to attach the rigging.



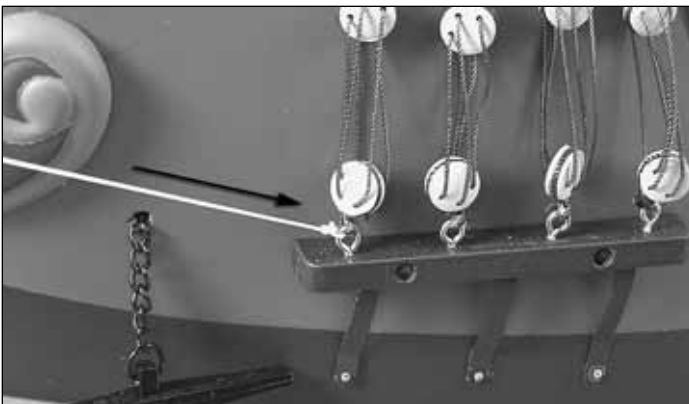
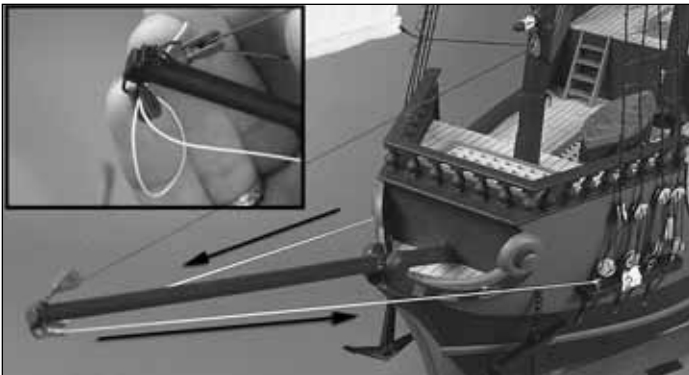
❑ 2. Carefully slide the bowsprit into the locating hole on the bow (front) of the ship.

NOTE: If you like you can epoxy the bowsprit into the mounting hole but we recommend you do so after all the masts and rigging are completed.



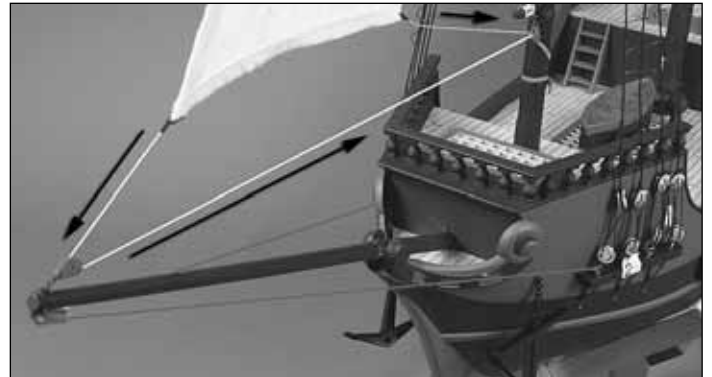
❑ 3. Use a small Phillips screwdriver to install the screws taped to the rigging in the area you are working on. Align the rigging mount and screw the rigging to both the port and starboard sides of the hull. Check the tension of the rigging and adjust using the spacer washers provided in the kit. We recommend you have the rigging snug but not tight.

NOTE: Take special note of which screws are taped to each rigging. Some of the screws on the rigging are different lengths and should not be switched.

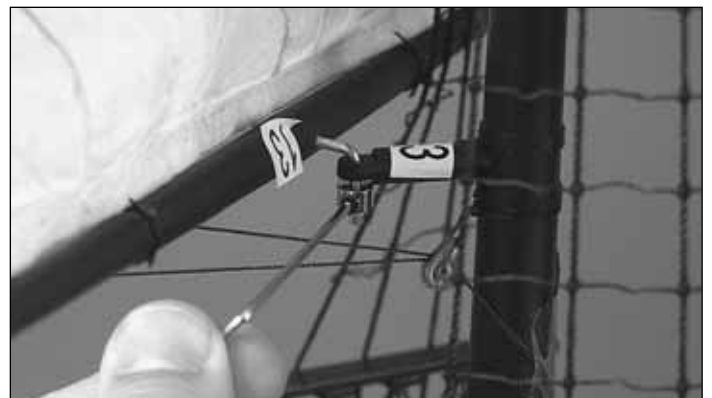


❑ 4. Cut another length of rigging string approx. 88 cm (34 1/2"). We will use this string to support the bowsprit from side to side. Tie the string to the front eyelet on the side rigging mounting block. Run the string through the lower pulley on

the front of the bowsprit. We suggest you go through the pulley with another loop to help stabilize it. You will end up tying the string to the opposite rigging mount eyelet on the other side of the ship. If you like, place a small amount of glue on the knots to help secure them.



❑ 5. Next you will need to adjust the rigging of the small front triangular sail (bowsprit sail). This sail is attached by three strings. The front lower string should first feed through the upper front boom pulley. Then these string (along with the rear lower string) should feed through the lower mast pulley and be tied off around the mast. The upper string should feed through the upper pulley and also be tied off at the lower portion of the mast.



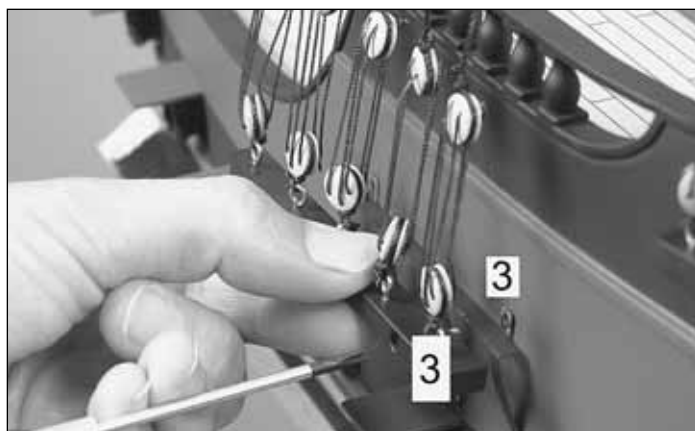
❑ 6. Now we're ready to attach our first large sail. Start by removing the lock collar (tool provided in parts bag) from the top of the sail boom and place the mounting wire through the mounting lug near the top of the mast. Re-install the lock collar. Unroll the front large sail. Loosen the set screw on the lower lock collar. Slide the collar away and slide the mounting wire through the mounting lug on the lower mast. Re-attach the collar and tighten.



By this point you should have four strings hanging from the large sail. The two small strings with hooks are used to secure the sail when in the rolled position. The remaining longer strings will be attached in a later step. NOTE: When the time comes you will repeat these steps for the center sail as well.

NOTE: Your Kings Ransom should “only” be sailed with the sails up in very light to no wind conditions and should **NEVER** be sailed with the sails down.

MAIN MAST AND CENTER SAIL (BAG 2)



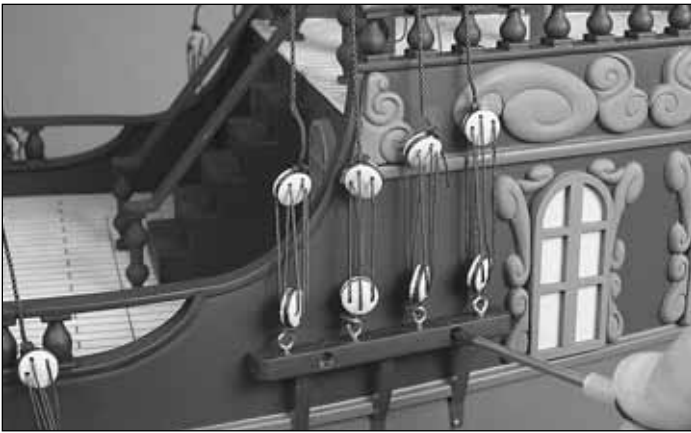
❑ 1. Slide the main (center) mast into the hole located in the center of the lower deck. Again using the numbering system and the proper screws, attach the rigging to the sides of the hull. Use the spacer washers to adjust the tension of the rigging as needed.



❑ 2. At this point we can rig the remaining strings from the front mast sail. Route each of the long strings through the upper pulleys located on the center mast. Tie off both of the strings at the lower portion of the center mast. Set the tension rather loose since these strings are only for esthetics and should not carry any load.

❑ 3. Using the large sail attachment technique previously mentioned, you can now attach the large center sail (main sail) with the set screws on the set collars.

REAR MAST AND REAR SAIL (BAG 3)



❑ 1. Slide the rear mast into the hole in the back upper deck of the ship. Again using the numbering system attach the rigging to the sides of the hull. Use the spacer washers to adjust the tension of the rigging as needed.



❑ 2. Now we will attach and adjust the tension on the small rear sail (mizzen mast sail). Start by looping the two rear mast strings to the corresponding numbers on the deck hooks. Adjust the tension by pulling gently on the adjustment blocks (bowsies).



❑ 3. Start rigging the rear sail by routing the top strings through the appropriate pulleys and tie the strings off at the lower portion of the mast.



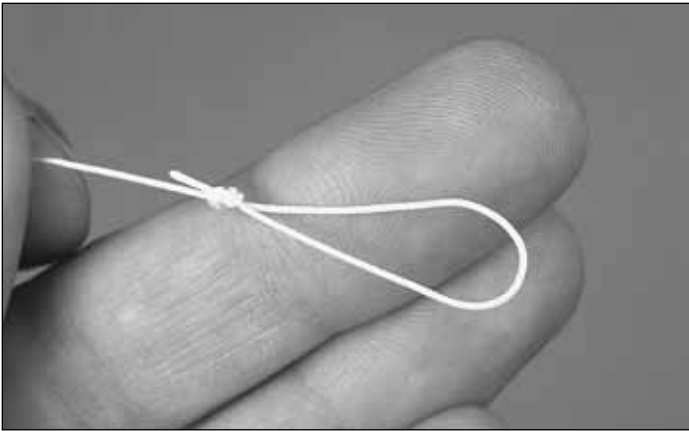
❑ 4. For the lower strings of the rear sail we suggest you route them through the eye hole of the mast before tying the strings off at the mast.



❑ 5. At this point we can string the remaining strings from the center mast sail. Route each of the long strings through the upper pulleys located on the rear mast. Tie off both of the strings at the lower portion of the rear mast. Set the tension rather loose since these strings are only for esthetics and should not carry any load.

FINISHING THE RIGGING

- ❑ 1. Cut a length of rigging string approx. 150cm (5 feet) long.



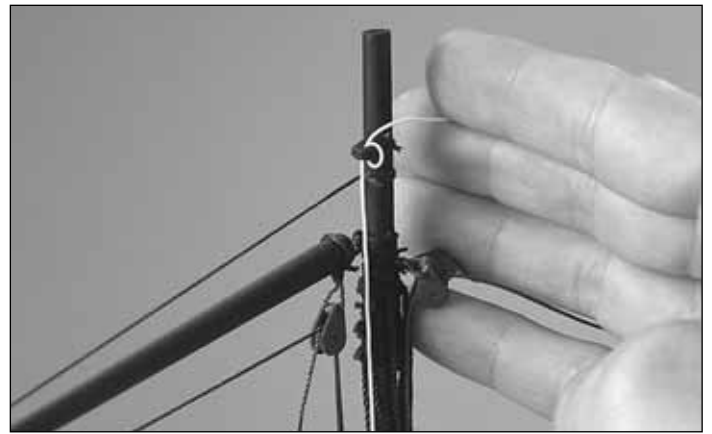
- ❑ 2. Tie a loop in one end of the string.



- ❑ 3. Position the loop over the cleat located on the lower portion of the aft (rear) mast.



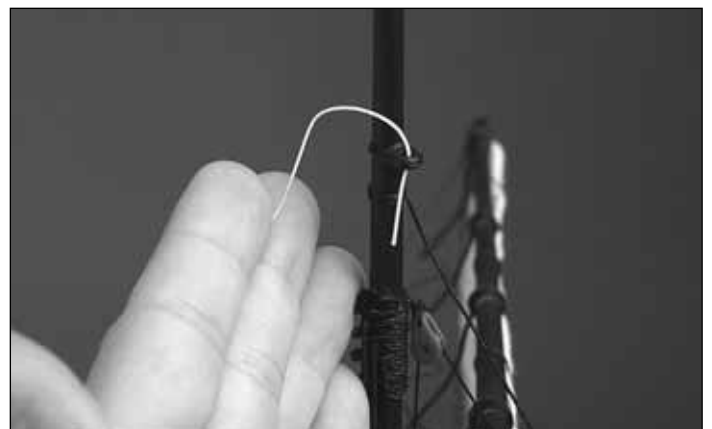
- ❑ 4. Bring the string up and run it through the hole in the top mast stand off.



- ❑ 5. Loop the string through the hole in the top mast stand off a second time and continue on to the center mast.



- ❑ 6. Double loop the center mast stand off the same as you did the first one.



- ❑ 7. Continue on to the fore (front) mast and double loop it as you did the last one. Finish by tying the string to the lower portion of the fore mast.



❑ 8. To review, the route of the string should be from the base of the aft mast, continuing up to the top of the aft mast, across to the center mast, over to the top of the fore mast and down to the base of the fore mast.



❑ 2. If you choose to attach the lifeboat we suggest you glue it on the top of the center hatch.

ADDING THE FLAGS AND OTHER ACCESSORIES



❑ 3. The wheel (which doubles as a handle) should be glued on the rear hatch using the pegs and holes provided.

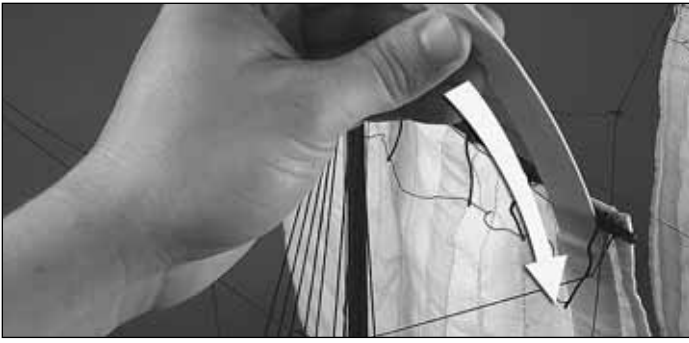


❑ 1. You will have received two flags, a lifeboat, steering wheel, and 4 Pirates with your ship. The flag with the round hoop mounts slides over the center mast and should be tack glued to hold it in place. Do not force the part over the mast. You might have to take a hobby knife and scrape out some of the paint in the attachment area. The other flag glues to the inside back of the stern. There is a small locating hole in the back of the stern for the flag to glue to.



If you choose to sail with the pirate figures on deck (do so at your own risk) we suggest you glue or use double-sided tape to secure them into place.

INSTALLING THE SAIL STRIPS



You can install the sail strips by sliding them into the openings in the top of the sails. Keep in mind the sail strips are for static display only and must be removed for operation.

ATTACHING THE KEEL



The ship should **NEVER** be placed in water without first attaching the keel. To do so, carefully screw the weighed keel to the bottom of the ship. You should find that if you go slowly and turn the thumb screws at the same time the keel will go on nicely. If needed apply a small amount of light oil to the thumb screws. "DO NOT OVER TIGHTEN" When taking off the keel it is a good idea to dry off the thumb screws with a rag to make them easier to turn. With the keel weight removed place a small amount of light oil on the thumb screws threads; this will make installation of the keel much easier the next time you set her to sea.

PREPARING YOUR KING'S RANSOM FOR SAILING



You can use a small length of clear tape to attach the receiver antenna (white wire located behind the main mast) to the main mast.

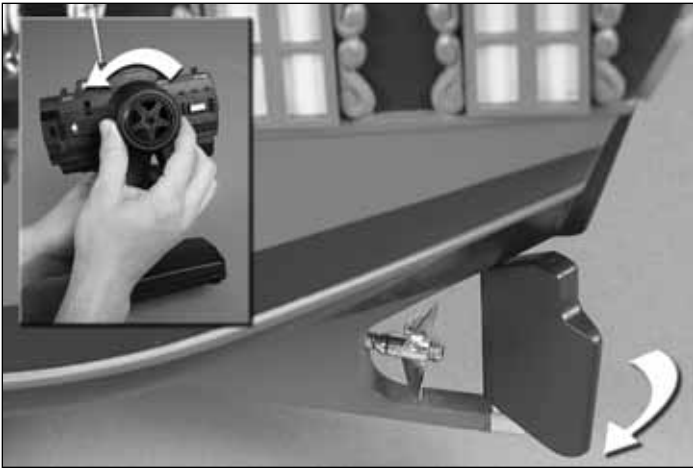


The two small strings with hooks are used to secure the sail when in the rolled position.

NOTE: Your Kings Ransom should "only" be sailed with the sails up in very light to no wind conditions and should **NEVER** be sailed with the sails down.



Install the battery underneath the front hatch (the one with the lifeboat under it). Plug the battery into the connector and turn on your transmitter. It is a good idea to turn on your transmitter first before you plug in the battery and turn on the ship. Turn the ship on using the on/off switch located under the center hatch.



Check the operation of both the throttle and the rudder. If either the steering or the throttle operates in the wrong direction you can switch the direction by flipping the reversing switches located on the front of the transmitter.

Launch the ship in at least 12" of water and avoid any obstructions like weeds or floating debris. Pay attention to the wind, if your ship loses power for any reason you are going to want to take note as to what shore it might drift to.

MAINTENANCE

After you have your ship full of gold and jewels, its best to check over the drive line and hardware making sure things are still tight. Place a few drops of light oil on both ends of the propeller shaft and the motor. Leave the hatch covers off to allow any water that might have entered the ship to evaporate. It's also a good idea to let the sails down so that they have a chance to completely dry.

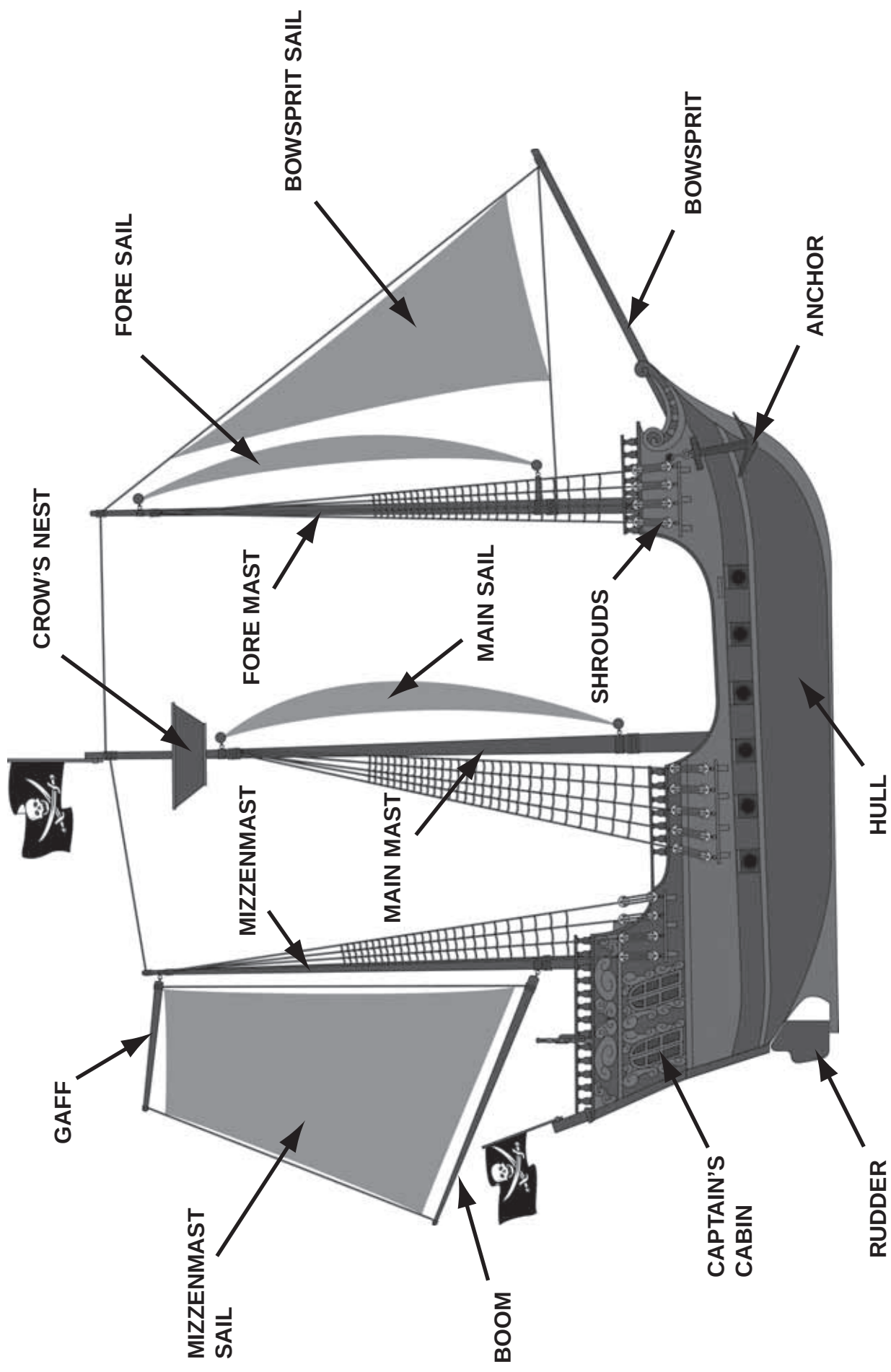
ADDING EXTRA DETAILS

Please feel free to add as much detail to the ship as you like. With a little imagination you can customize your Kings Ransom with objects from around your house or local hardware store. Ball bearings make good cannonballs. Dollhouse-type barrels and crates could add extra deck details as well. If a ghost pirate ship is what you want, you may consider dying and weathering the sails.

From your friends at Aquacraft, Thank you very much, and enjoy taking over the seas in your **Kings Ransom™**

KING'S RANSOM REPLACEMENT PARTS LIST

Stock Number	Description
AQUB6410.....	Front Mast, King's Ransom
AQUB6411.....	Center Mast, King's Ransom
AQUB6412.....	Aft Mast, King's Ransom
AQUB6413.....	Front Boom, King's Ransom
AQUB6414.....	Crossbone Flags, King's Ransom
AQUG7012.....	550 Motor, King's Ransom
AQUB7867.....	Drive shaft w/coupler, Ransom
AQUB6415.....	Lifeboat, Steering Wheel, Walkplank
AQUB6416.....	Mast spacer washers, Ransom
AQUB6417.....	Sail Strips, King's Ransom
AQUB6418.....	Rigging Line, 5m Kings Ransom
AQUB6419.....	Rudder w/mounting block,Ransom
AQUB6200.....	Pirate Figures (4) King's Ransom
AQUZ1002.....	King's Ransom Instruction Manual



CROW'S NEST

FORE SAIL

BOWSPRIT SAIL

BOWSPRIT

ANCHOR

FORE MAST

MAIN SAIL

SHROUDS

MIZZENMAST

MAIN MAST

GAFF

MIZZENMAST SAIL

BOOM

HULL

CAPTAIN'S CABIN

RUDDER