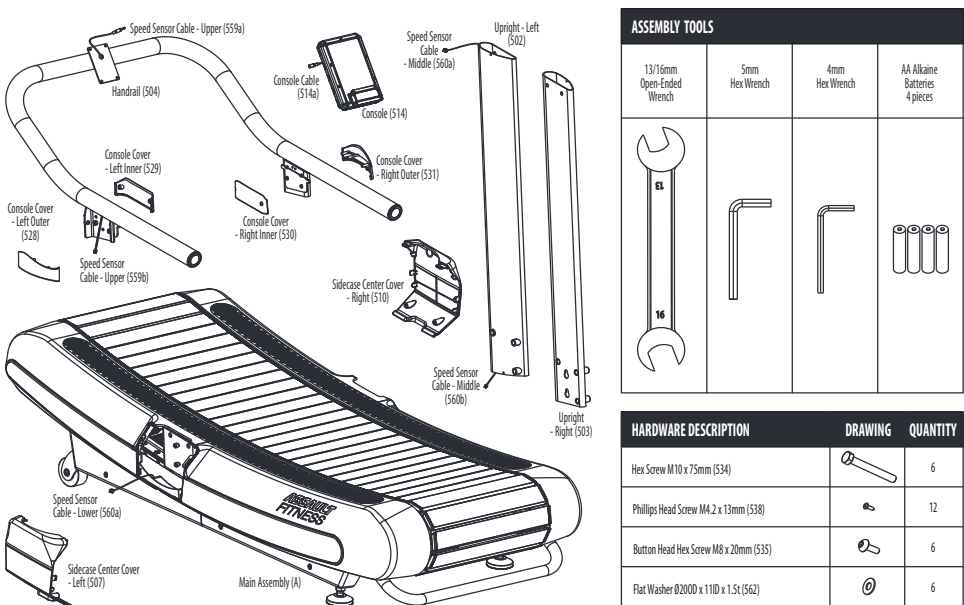




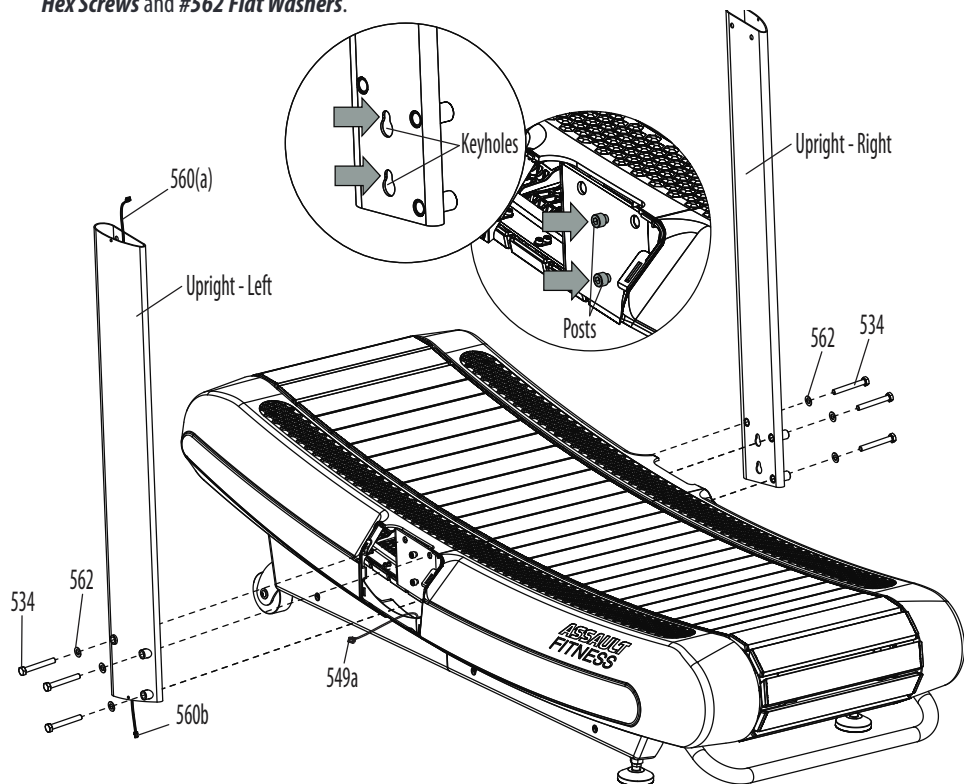
AS SHIPPED



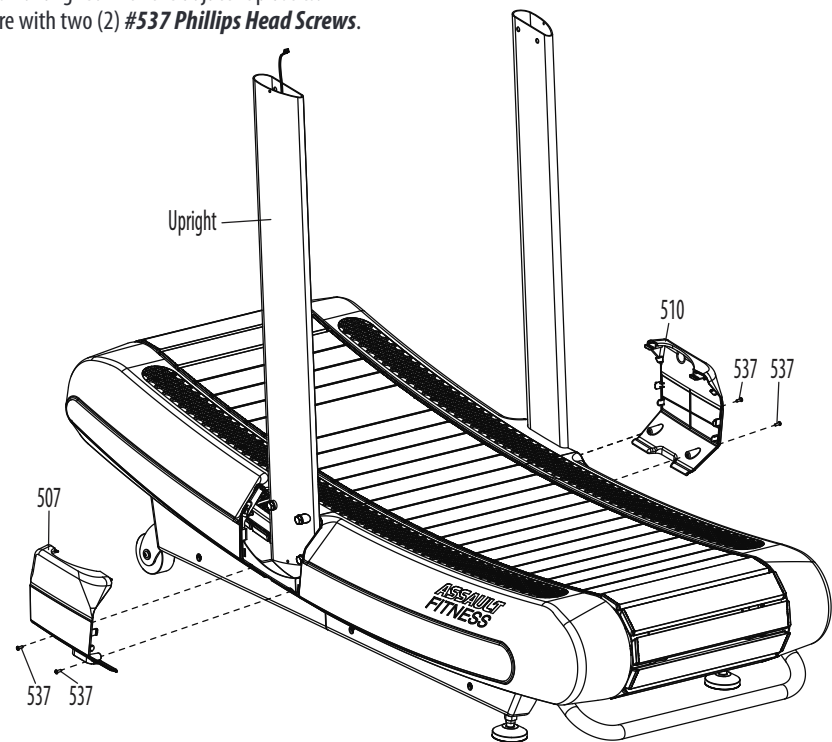
ASSEMBLY

- Introduction**
- The Assault Fitness AirRunner treadmill requires only minor assembly. All tools required to complete the initial setup and assembly have been included in the Assembly Hardware Kit.
  - Remove the unit and all parts from the carton and packaging. Confirm all parts shown in the section titles *As Shipped* are included before attempting assembly of the AirRunner.

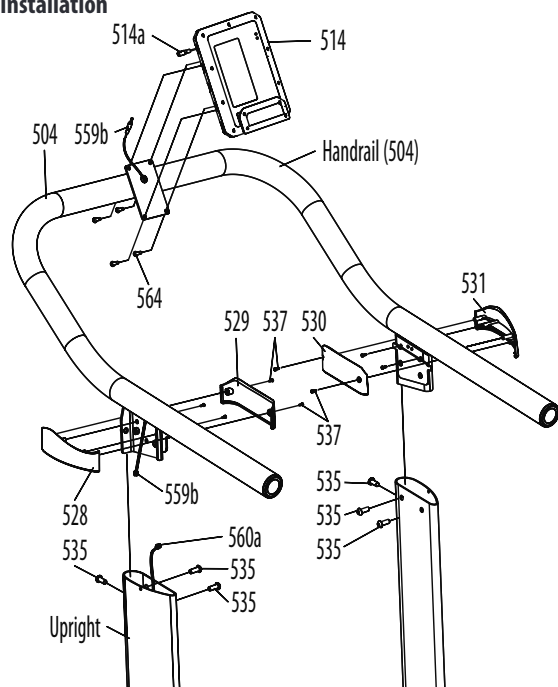
- Assembly Step One: Upright Installation**
- Locate the **Speed Sensor Cable – Lower (549a)** and ensure the end/connector is extending from the main frame.
  - Raise the **Upright – Left** vertically, ensuring the **Keyholes** are located at the bottom. Align the **Upright - Left** keyholes with the two posts located on the main frame. This will support the upright while completing the installation.
  - Connect the **Speed Sensor – Lower (549a)** and **Speed Sensor Cable – Middle (560b)** connectors firmly.
  - Locate three (3) sets of **#534 Hex Screws** and **#562 Flat Washers**, and loosely thread each assembly through the **Left Upright** and into the main frame. Tighten the screws firmly.
  - Hang the **Upright – Right** keyholes onto the **Main Frame** posts and install the remaining three (3) sets of **#534 Hex Screws** and **#562 Flat Washers**.



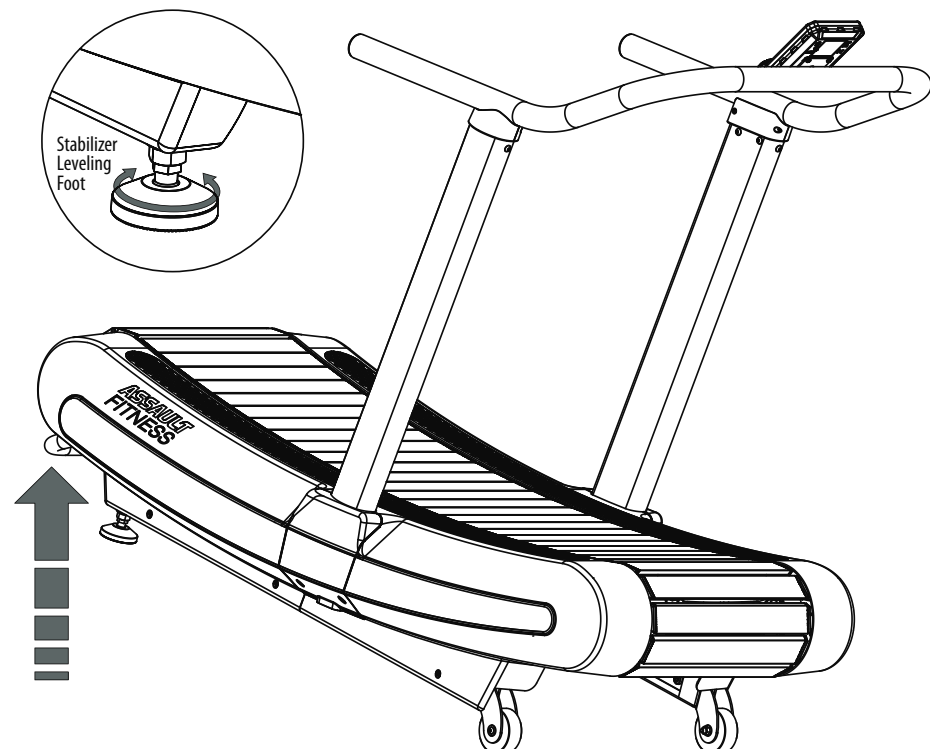
- Assembly Step Two: Sidecase Covers**
- Locate the **Sidecase Center Cover - Left (507)**. Align the tabs locate at the top with the receivers on the installed sidecase plastics. To install, the cover will hinge downward and snap in place. Ensure the outer surface of the cover is flush or aligned with the adjacent plastics.
  - Secure with two (2) **#537 Phillips Head Screws**.



- Assembly Step Three – Handrail & Console Installation**
- Remove the four (4) **#564 Hex Screws** from the backside of the **Console (514)** and set them aside.
  - Connect the **Console Cable (514a)** and **Speed Sensor Cable – Upper (559b)** connectors and carefully tuck the excess cable into the Handrail.
  - Loosely thread the four (4) **#564 Hex Screws** through the mounting plate on the **Handrail** and into the backside of the **Console (514)**. When all four (4) screws are installed, tighten firmly.
  - With the help of a second person, support the **Handrail** assembly above the uprights and connect the **Speed Sensor Cable – Upper (559b)** and **Speed Sensor Cable – Middle (560a)** connectors. Carefully tuck the connectors and excess cables into the left **Upright**.
  - Set the left and right **Handrail** brackets inside the left and right **Uprights**. While supporting the **Handrail Assembly**, loosely thread three (3) **#535 Button Head Hex Screws** through the left **Upright** and into the **Handrail** bracket. Repeat this step for the right side and tighten all six (6) screws firmly.
  - Align the **Console Cover – Left Outer (528)** with the outside of left **Handrail** bracket, and thread two (2) **#537 Phillips Head Screws** through the handrail bracket and into the **#528 Cover**. Repeat this step for the right side with **Console Cover – Right Outer (531)**.
  - Align the **Console Cover – Left Inner (529)** with the inside of the left **Handrail** bracket install two (2) **#537 Phillips Head Screws** through the **#529 Cover** and into the **#528 Cover**.
  - Align the **Console Cover – Right Inner (530)** with the inside of the right **Handrail** bracket and install two (2) **#537 Phillips Head Screws** through the **#530 Cover** and into the **#531 Cover**.



- Assembly Step Four – Final Adjustments**
- Identify a suitable location that is level and offers enough space for the unit with the minimum required free space. It is recommended that the AirRunner be sited with a minimum of 0.5 meters (19.7 in.) of clearance from the nearest walls or other equipment to the left, right and front of the unit. A minimum of 2.0m (79”) of clearance should be maintained to the rear of the AirRunner.
- CAUTION: THIS TREADMILL IS HEAVY. INJURY CAN OCCUR IF PROPER LIFTING TECHNIQUES ARE NOT PRACTICED.**
- To relocate, raise the rear of the unit with by grasping the transport handle and slowly rolling the AirRunner to the desired location.
  - Ensure the unit is level and does not rock by adjusting the Stabilizer Leveling Feet. Two feet are located at the rear of the main frame. As a starting point, loosen each foot by threading the assembly downward/clockwise, and then thread the locknuts downward (clockwise) against the base of the foot. Check the unit for stability and make any adjustments as necessary. Once stable, lock the Stabilizer Leveling Feet in place by tightening the jamb nut upward/counter-clockwise, against the underside of the frame to lock the current positions for each foot.
  - Congratulations. The assembly of your Assault Fitness AirRunner treadmill is complete. Please read all included information, user guides and warnings before use.





QUICK START GUIDE

AIRRUNNER  
MANUAL TREADMILL

CONSOLE FEATURES



The START key will launch a program and restart a paused program. Pressed in conjunction with the ENTER key, the Setup Mode will launch.

Use the STOP key to end a program or pause a running program. To reset the console and erase all user-entered data, press the STOP key for more than two seconds.

Press the INTERVAL PROGRAMS key to review and select that available console Interval programming.

The HEART RATE Programs key opens the available heart rate control programs.

Pressing the SPLIT TIME key freezes the workout metrics for five seconds. The workout will continue to run in the background.

Pressing the SPEAKER ON / OFF key turns off or on the console's audible notifications.

The ENTER key confirms values entered when adjusting a program. Pressed along with the ENTER key, the Setup Mode will launch. To launch the Comp Mode, press the ENTER key for five seconds.

The UP/DOWN Arrow keys allow the user to increase and decrease console values. Pressing the UP/DOWN Arrow keys together for five seconds will launch the Comp Setup Mode.

The TARGET PROGRAMS key launches the Target Program setup mode. The user can program a custom calorie, time or distance target.

Connections to a mobile device or wireless chest strap via the on-board Bluetooth or ANT+ radios are initiated by pressing the CONNECT key.

The CHANGE UNITS key allows on-the-fly unit of measure changes. Choose between English/Standard or Metric units. When pressed, the console will flash the updated units banner to confirm the change.

**Battery Installation.** The console operates on four (4) AA batteries (included). The battery compartment is on the back side of the console. Only use alkaline batteries of the same brand and age to prevent damage to the electrical components. Removal/replacement of batteries will erase clock and user settings.

**Clock/Time Settings.** Each time the batteries are replaced, the clock settings will be erased. To modify the clock, enter the Setup Mode by pressing the ENTER and START keys simultaneously.

**ANT+ 2.4Ghz Wireless Technology.** Connection of an optional ANT+ heart rate chest strap can be made via the on-board wireless receiver. See the section titled Heart Rate Training for more information.

**Permanent Memory.** Total run time and service interval reminder data will always be maintained.

**Low Battery Indicator.** When power for the installed batteries reaches 10% of total capacity, the Low Battery Indicator icon will light to indicate fresh batteries are required. Always use fresh alkaline batteries..

**Sleep Mode.** After ten (10) minutes of inactivity, the console will enter the Sleep Mode and display only the clock. All display features will switch off, however previously entered data will be saved.

**Ready Mode.** The Ready Mode is designed to notify the user that the console is powered on and ready for use. "Assault" and "Ready" will post in the alpha-numeric display. The Ready Mode will time out in ten (10) minutes.

**Reset Process.** To reset all user settings, press and hold the STOP key for two (2) seconds. The clock, total runtime and maintenance reminder data will be retained in the permanent memory.

**Pause Mode.** While any program (except the Comp Program) is running, pressing the START key will launch the Pause Mode. The alpha-numeric display will flash "Paused" and each metrics display field will post "P". To return to the previous program, press the START key. To continue the program, press the START key again. If no further input is made, the Pause Mode will end and console will enter the Ready Mode in ten (10) minutes.

**Program Quick Start.** The AirRunner console allows users to begin a workout without the selection of a program. When launched, the metrics will begin to display within seconds of pressing the START key or moving the running belt. The program will run continuously and all metrics will count up from zero.

**Workout Results.** At the end of each workout, the console will post a workout summary of the workout data. Total Calories and Distance will post, followed by Maximum Speed, Watts and RPM, then Average Speed, Watts and Pace.

**Service Interval Reminders and Notifications.** The AirRunner console offers service interval reminders for monthly, quarterly, bi-annual and annual maintenance intervals. Refer to the Maintenance section.

PROGRAM OPERATION

**WARNING.** Please read all included information, user guides and warnings before use.

**QUICK START Program**

The Quick Start program option is for users wishing to bypass the on-board programming setup steps and begin their workout immediately. The Quick Start program will launch as soon as the belt begins to move or if the START key is pressed. The console will begin to display all metrics, including the user's heart rate (if a signal is detected). The program will run continuously until the belt stops moving. To end the program and view the Workout Summary, press the STOP key.

Launch: Press the START key or begin walking/running on the belt.

Run: All metrics will begin to post.

End: Press the STOP key. The Results summary will be displayed for total, average and maximum values.

**INTERVAL 20/10 & INTERVAL 10/20 Programs**

The Interval 20/10 and Interval 10/20 programs offer the user a series of eight (8) high-intensity workout intervals with preset time segments. This training protocol is commonly known as Tabata® or (High Intensity Interval Training (H.I.I.T.)). The console will provide messages to the user at start of each work and rest interval. Additionally, work and rest intervals will be signaled via flashing the on-board LEDs and audible tones.

**Interval 20/10 Program**

**Number of Intervals: 8**

Work Interval Length: 20 seconds

Rest Interval Length: 10 seconds Interval

**10/20 Program**

**Number of Intervals: 8**

Work Interval Length: 10 seconds

Rest Interval Length: 20 seconds

Launch: Press the INTERVAL PROGRAMS key until the desired program title is visible. Confirm the selection of the displayed program title by pressing the START key.

Run: The console will display the current Work/Rest interval and the timer display will count down for each interval.

End: The program will run until the last of the Work segments end. To end the program at any time, press the STOP key. The Workout Summary will launch at the end of the program and post a record of the workout data.

**INTERVAL CUSTOM Program**

The Interval Custom Program is similar to the Interval 20/10 Program except the user has the ability to set the length of the work and rest intervals as well as the total number of intervals.

Launch: Press the INTERVAL PROGRAMS key repeatedly until Custom is displayed. Confirm the selection of the visible program by pressing the START key.

Setup: When running the Interval Custom program for the first time (or after the console has been reset), the user will be required to enter the total number of intervals. Adjust the displayed value when prompted by pressing the UP or DOWN key, followed by the ENTER key to confirm. The default work interval time value

will then post. Adjust the displayed time value with the UP or DOWN key and press ENTER to confirm. The default rest interval will post. Adjust the value and confirm by pressing ENTER.

Run: The console will display the current Work/Rest interval and the timer display will count down for each interval.

End: The program will run until the last of the Work segments end. To end the program at any time, press the STOP key. The Workout Summary will launch at the end of the program and post a record of the workout data.

**TARGET TIME, TARGET CALORIES and TARGET DISTANCE Programs**

The Target Time, Target Distance and Target Calories programs each operate in an identical manner. For these programs, the user may set a single target metric value and the program will continue until that goal has been achieved.

Launch: Press the TARGET PROGRAMS key repeatedly until the banner for the desired target is displayed. Press ENTER to confirm the selection.

Setup: When running the Target programs for the first time (or after the console has been reset), the display will flash with the default value. Adjust the displayed value by pressing the UP or DOWN keys, followed by the ENTER key to confirm. The program will begin automatically.

Run: The display fields will light and begin to track the progress of the user toward the goals. If Time was the selected target, remaining time will be displayed and the timer will count down. If Distance or Calories are the selected targets, the console will track the progress toward those goals and timer will count up.

End: The program will end automatically when the selected target has been achieved or the timer reaches zero. To end the program at any time, press the STOP key. The Workout Summary will launch and post a record of the workout data.

**TARGET HEART RATE Program**

The Target Heart Rate Program offers users the ability to target a specific heart rate / Bpm (Beats-per-minute range) or heart rate zone for maximum cardiovascular training. With one piece of information (user age), the console will automatically calculate the Estimated Calculated Maximum Heart Rate as well as some common heart rate training zones (65%, 75% and 85% of Max Bpm). Additionally, a specific Bpm of the user's choice can be entered.

Launch: Press the HEART RATE PROGRAMS key.

Setup: Set the user's age via the UP/DOWN keys and confirm the entry by pressing the ENTER key. Select the target HR range or the Custom Bpm by pressing UP/DOWN keys until the desired target is displayed, then press ENTER. The console offers a choice of adding a countdown timer. Select Timer On or Timer Off via the UP/DOWN keys, and press ENTER to confirm. If Timer On was selected, adjust the time values via the UP/DOWN keys, and press ENTER to confirm.

**Note:** The accuracy of the displayed metrics is dependent upon an accurate user age value entry.

Run: The display fields will light and begin to track the progress of the user and the user's target heart rate will flash in the alpha-numeric display. The console will provide prompts such as HR Low followed by Increase Speed, or HR High/Decrease Speed to aid the user in maintaining the targeted heart rate range. If the user's heart rate remains at an elevated value (based on the entered age), the console will shut down.

End: The Target Heart Rate program will run continuously until ended manually by the user or the selected timer value has expired. To end the program at any time, press the STOP key. The Workout Summary will launch and post a record of the workout data.

**COMP Program**

The Comp Program allows the trainer or user to set a pre-defined workout program targeting a Caloric, Time or Distance value. The Comp Program operates similar to the Target Programs with some key differences. While the console is in the Comp Run Mode, all other program functions are locked out to ensure the identical program settings are repeated and unchangeable. This feature is useful for a class setting or a head-to-head competition.

Setup: The Comp Program requires a few setup steps. To launch the Comp Set Mode, press the UP+DOWN arrow keys simultaneously for five (5) seconds. Comp Set will post in the alpha-numeric display and the TARGET banner will flash as well as one of the available metrics of Time, Calories or Distance. Select the desired target (Time, Calories or Distance) via the UP/DOWN keys and confirm the selection by pressing ENTER. The selected target value will flash. Adjust the flashing value via the UP/DOWN arrow keys and press ENTER to confirm. Select imperial/English or metric units and press ENTER to view the confirmed settings. To alter the Comp Program settings, relaunch the Comp Set Mode.

Ready: Before the Comp Program can be run, the console must be set to the Comp Ready Mode. This step ensures that the program cannot be accidentally changed between users as this mode locks out the selection of other programs and features. Press the ENTER key for five (5) seconds to launch the Comp Ready Mode and display the previously set target.

Run: When the console is in the Comp Ready Mode, launch the Comp Program by pressing START. Run Comp will post and flash in the alpha-numeric display and the banner for the selected target will flash. If time is the target metric, the timer will count down the time remaining while logging values for calories, distance, speed, Watts and RPM. If distance or calories are selected as the target, the timer will count up.

End: The program will end automatically when the target metric has been reached. The Comp Ready Mode will launch, ready for the next user/competitor.

Exit: To exit the Comp Ready Mode, press the DOWN arrow key for five (5) seconds to launch the standard Ready Mode. To conserve battery power, the Comp Ready Mode will time out in thirty (30) minutes and enter the Sleep Mode. When input is received via rotation of the running belt or input from a console key, the Comp Ready Mode will launch.

HEART RATE TRAINING

Heart Rate is an Important Key to Your Exercise. The Surgeon General released a report on physical activity and health stating exercise and fitness are beneficial for a person's health and emphasized the need for exercise as a key component for disease prevention and healthier living. The best way to determine exercise intensity is to monitor your pulse rate. Heart rate can easily be monitored by counting the number of heart beats per minute at the chest, wrist or the carotid artery on your neck, however it is difficult to so while exercising. To aid in heart rate training, the AirRunner console is equipped with a wireless heart rate receiver which can detect a HR signal being transmitted by a wireless chest strap (option).

**Calculated Maximum Heart Rate**

Your target heart rate depends primarily upon your age. It is key to work within a safe and productive zone. If the exercise intensity is too low or too high, only modest gains will be made in strength and cardiovascular fitness. A workout at a very low intensity will not offer maximum benefits.

It is general perceived that it is most effective to train at a heart rate between 65% and 85% of your maximum heart rate. Calculated Maximum Heart Rate is calculated as a percentage of your Maximum Heart Rate (estimated as 220 Bpm minus your age).

To calculate your Calculated Maximum Heart Rate and find the appropriate target training zone, use the following formulas. The following estimations are relevant for a 35-year-old user:

$220 - 35 = 185 \text{ BPM}$

$(220 - \text{Age} = \text{Calculated Maximum Heart Rate in Bpm})$

$0.65 \times 185 = 120 \text{ BPM}$

$(65\% \text{ of } 185 \text{ BPM [Calculated Maximum Heart Rate]} = 120 \text{ Bpm})$

$0.85 \times 185 = 157 \text{ BPM}$

$(85\% \text{ of } 185 \text{ BPM [Calculated Maximum Heart Rate]} = 185 \text{ Bpm})$

The recommended heart rate training zone for this user would be between 120 Bpm and 157 Bpm.

**Using the Wireless Heart Rate Receiver**

In general, a wireless heart rate chest strap is the most accurate and convenient method of detecting and monitoring a heart rate signal. Occasionally, certain factors can negatively affect the accurate transmission of the heart rate signal. Wi-Fi networks, cordless telephones and large electrical appliances may degrade or corrupt the signal creating an erratic or impossibly high Bpm. The only remedy for such a symptom is to isolate the unit from potential disturbances. Additionally, a person's body chemistry or lack of perspiration can prevent the chest strap from providing a strong or accurate heart rate signal. A wireless heart rate receiving system is one feature found on this unit. In order for the console to detect and display your heart rate wirelessly, four(4) conditions must be present:

- A compatible heart rate chest strap transmitter must be functioning and worn. The console requires a dual-band ANT+/Bluetooth Low Energy heart rate chest strap. Several manufacturers offer dual band models. A short list of compatible models can be found in the appendix at the end of this manual. For proper function of the chest strap, please refer to the manufacturer's instructions.
- Both the console and heart rate chest strap must be powered on/activated.
- A workout program must be running.
- The ANT+/Bluetooth LE heart rate chest strap is paired to the console.

**Pairing the Wireless ANT+/Bluetooth LE Heart Rate Transmitter to the AirRunner Console.**

There are two ways to connect the ANT+/BTLE heart rate chest strap to the AirRunner console.

- Bluetooth:** If monitoring the workout through a compatible mobile device and application, pairing of heart rate strap will occur via the Bluetooth radio from within the application. Follow the application instructions which will include turning the Bluetooth radio on in the mobile device, pressing the CONNECT key on the console and selecting the AirRunner treadmill.
- ANT+:** If a mobile device is not used, pairing will occur via the ANT+ radio. Ensure the chest strap is on and worn correctly. Press and hold the CONNECT key for 5 seconds. "ANT+HR" will begin to flash in the alpha-numeric display until the heart rate strap pairs to the console. When paired, the HEART RATE banner will begin to flash and the alpha-numeric display will flash "Connected" followed by "ANT+HR" flash to confirm connection.