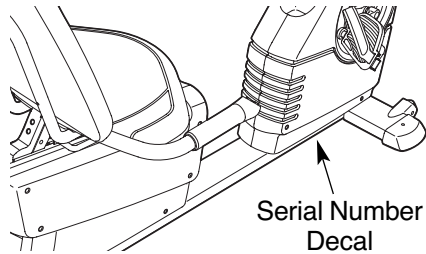


Reebok® RB 310

Model No. RBEX3976.1

Serial No. _____



USER'S MANUAL

QUESTIONS?

As a manufacturer, we are committed to providing complete customer satisfaction. If you have questions, or if parts are damaged or missing, PLEASE CONTACT OUR CUSTOMER SERVICE DEPARTMENT DIRECTLY.

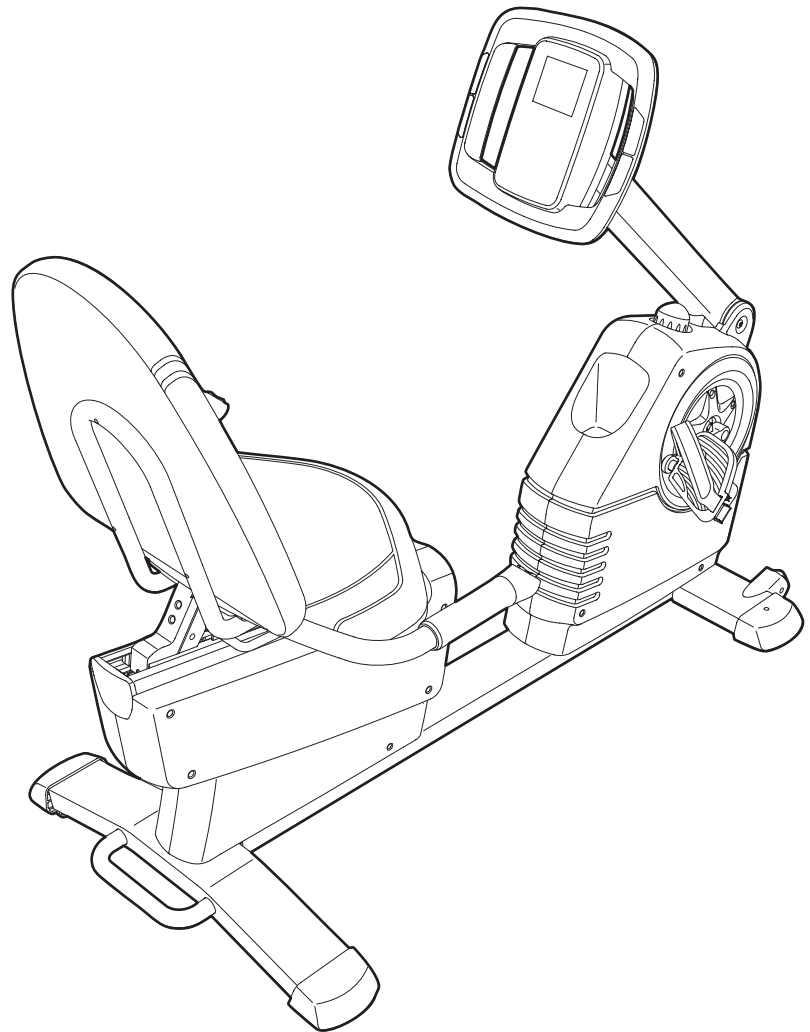
CALL TOLL-FREE:

1-877-994-4999

Mon.–Fri., 6 a.m.–6 p.m. MST

ON THE WEB:

www.reebokservice.com



⚠ CAUTION

Read all precautions and instructions in this manual before using this equipment. Keep this manual for future reference.



Visit our website at

www.reebokhomefitness.com

new products, prizes,
fitness tips, and much more!

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IMPORTANT PRECAUTIONS

⚠ WARNING: To reduce the risk of serious injury, read the following important precautions before using the exercise cycle.

1. Read all instructions in this manual and all warnings on the exercise cycle before using the exercise cycle. Use the exercise cycle only as described in this manual.
2. It is the responsibility of the owner to ensure that all users of the exercise cycle are adequately informed of all precautions.
3. The exercise cycle is intended for home use only. Do not use the exercise cycle in a commercial, rental, or institutional setting.
4. Keep the exercise cycle indoors, away from moisture and dust. Place the exercise cycle on a level surface, with a mat beneath it to protect the floor or carpet. Make sure that there is enough clearance around the exercise cycle to mount, dismount, and use the exercise cycle.
5. Inspect and properly tighten all parts regularly. Replace any worn parts immediately.
6. Keep children under the age of 12 and pets away from the exercise cycle at all times.
7. Wear appropriate clothes while exercising; do not wear loose clothes that could become caught on the exercise cycle. Always wear athletic shoes for foot protection.
8. The exercise cycle should not be used by persons weighing more than 250 pounds.
9. The pulse sensor is not a medical device. Various factors, including the user's movement, may affect the accuracy of heart rate readings. The pulse sensor is intended only as an exercise aid in determining heart rate trends in general.
10. Always keep your back straight while using the exercise cycle; do not arch your back.
11. If you feel pain or dizziness while exercising, stop immediately and cool down.
12. The warning decal shown on page 3 has been placed on the exercise cycle. If the decal is missing or illegible, please call the toll-free telephone number on the front cover of this manual and order a free replacement decal. Apply the decal in the location shown.

⚠ WARNING: Before beginning this or any exercise program, consult your physician. This is especially important for persons over the age of 35 or persons with pre-existing health problems. Read all instructions before using. ICON assumes no responsibility for personal injury or property damage sustained by or through the use of this product.

BEFORE YOU BEGIN

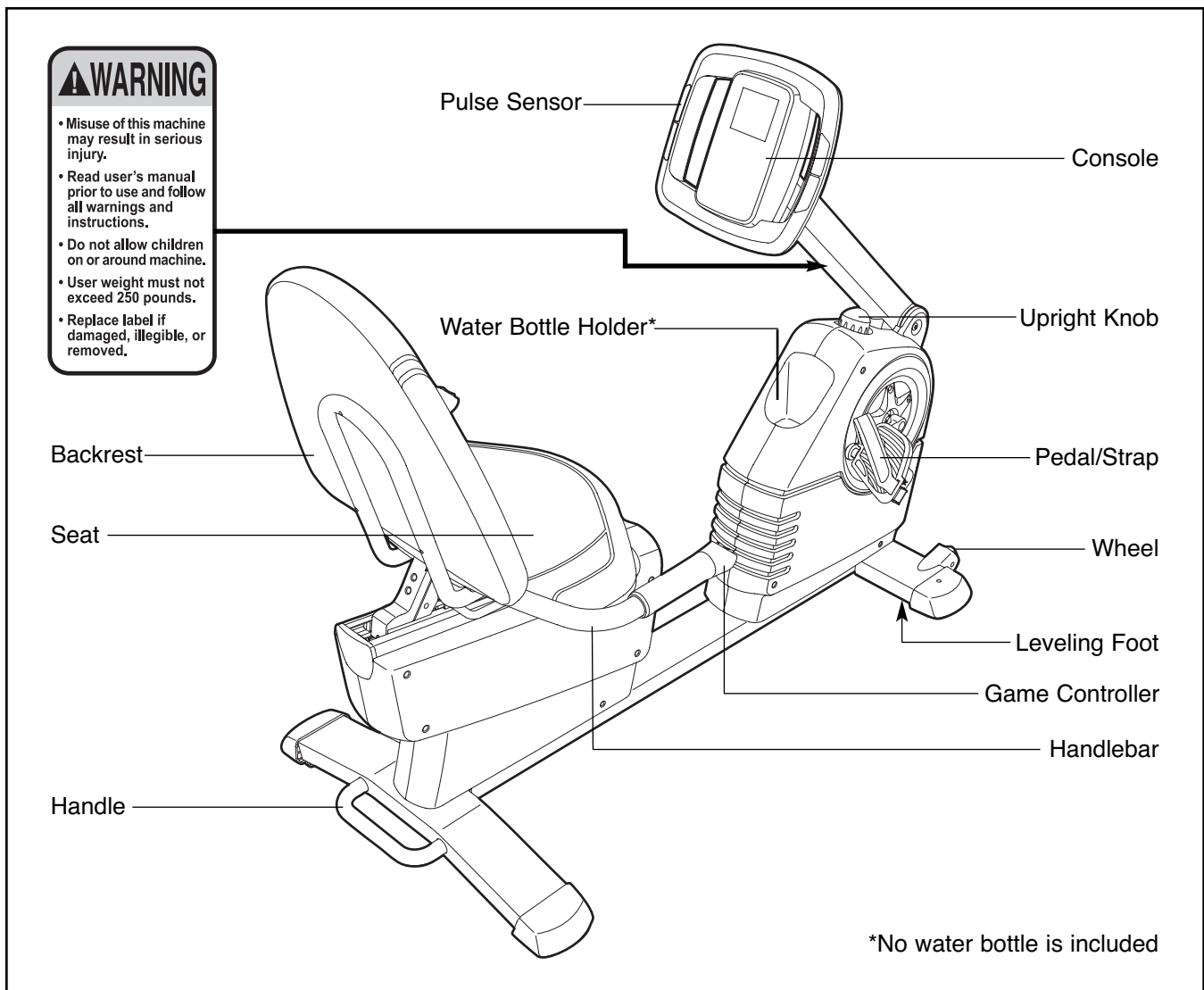
Congratulations for selecting the new REEBOK® RB 310 exercise cycle. Cycling is one of the most effective exercises for increasing cardiovascular fitness, building endurance, and toning the entire body. The RB 310 exercise cycle offers an impressive array of features to let you enjoy this healthful exercise in the convenience and privacy of your home.

For your benefit, read this manual carefully before you use the exercise cycle. If you have questions after reading this manual, please see the front cover of this manual. To help us assist you, note the product

model number and serial number before calling. The model number is RBEX3976.1. The serial number can be found on a decal attached to the exercise cycle (see the front cover of this manual).

To avoid a registration fee for any service needed under warranty, you must register the exercise cycle at www.reebokservice.com/registration.

Before reading further, please familiarize yourself with the parts that are labeled in the drawing below.



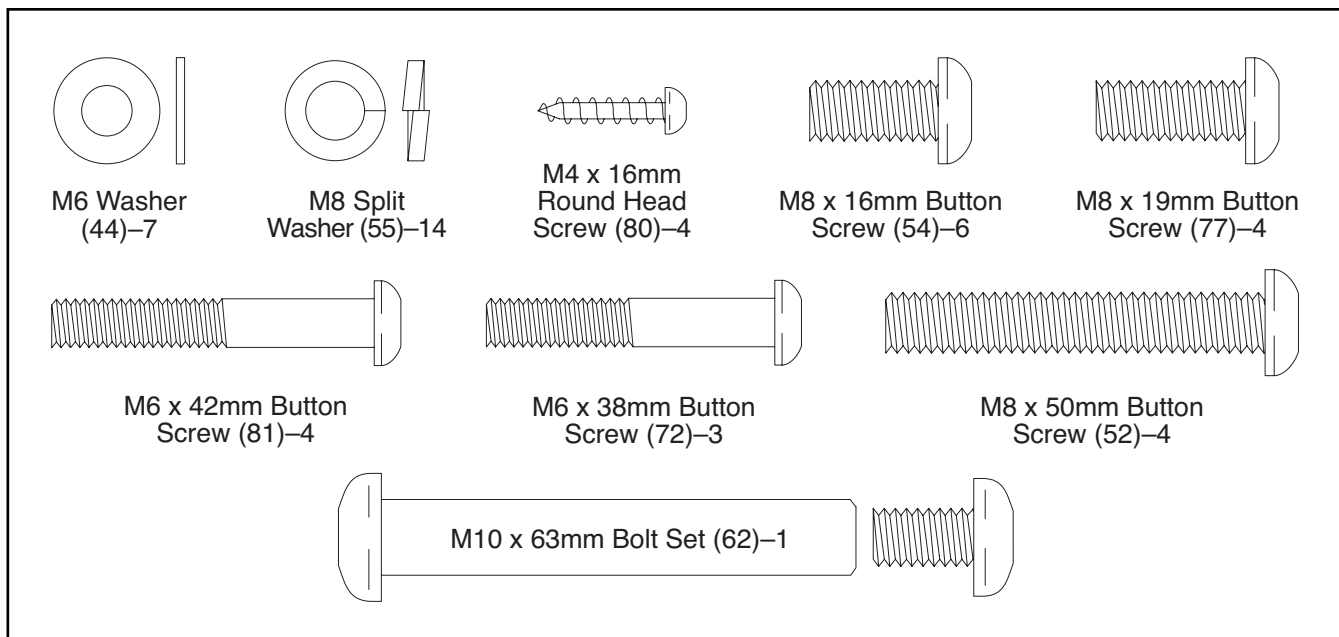
ASSEMBLY

To hire an authorized service technician to assemble the exercise cycle, call toll-free 1-800-445-2480.

Assembly requires two persons. Place all parts of the exercise cycle in a cleared area and remove the packing materials. Do not dispose of the packing materials until assembly is completed.

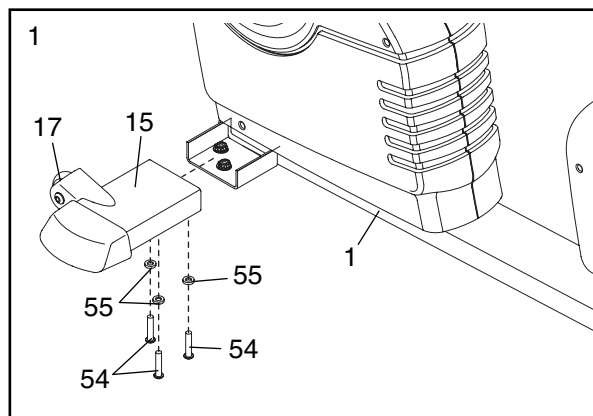
Assembly requires the included tools and your own adjustable wrench  **and Phillips screwdriver** .

Use the part drawings below to identify the small parts used in assembly. The number in parentheses below each drawing is the key number of the part, from the PART LIST on page 21. The number following the parentheses is the quantity needed for assembly. **Note: Some small parts may have been preattached. If a part is not in the parts bag, check to see if it has been preattached.**

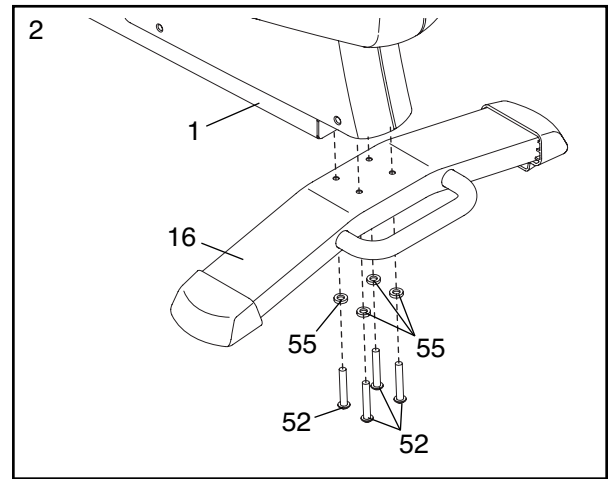


1. Orient the Left Front Stabilizer (15) with the Wheel (17) positioned as shown. Attach the Left Front Stabilizer to the left side of the Frame (1) with three M8 x 16mm Button Screws (54) and three M8 Split Washers (55).

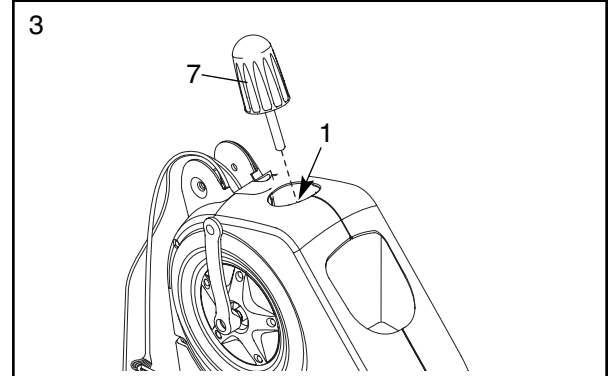
Attach the Right Front Stabilizer (not shown) to the right side of the Frame (1) in the same way.



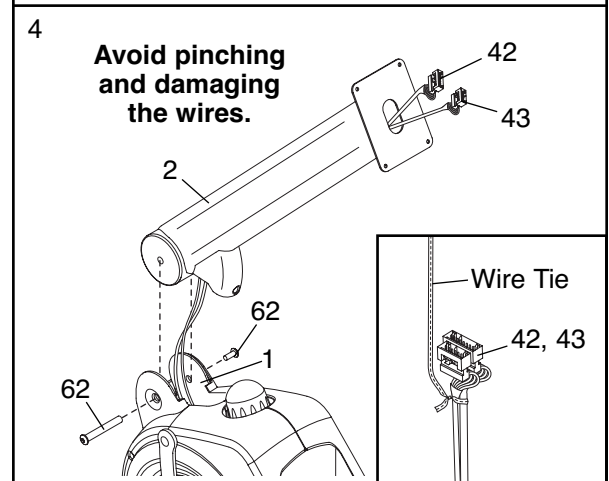
2. While another person lifts the rear of the Frame (1), attach the Rear Stabilizer (16) to the Frame with four M8 x 50mm Button Screws (52) and four M8 Split Washers (55).



3. Tighten the Upright Knob (7) into the Frame (1).

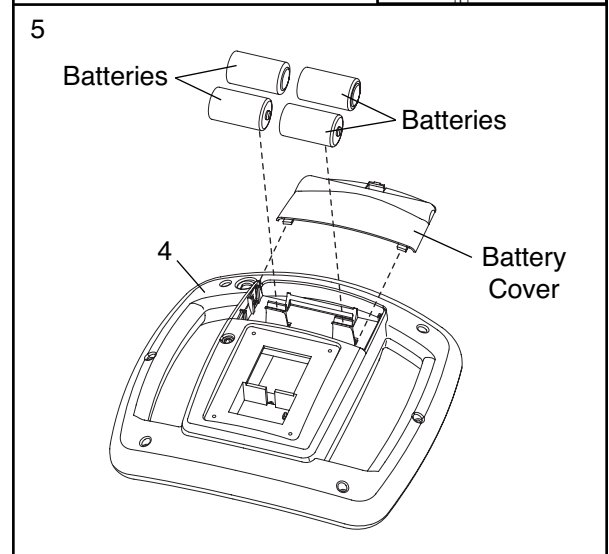


4. While another person holds the Upright (2) near the Frame (1), use the wire tie in the Upright to pull the Upper and Main Wire Harnesses (42, 43) through the Upright. **See the inset drawing.** Tie the wire tie to the ends of the Wire Harnesses. Then, pull the other end of the wire tie upward out of the top of the Upright.



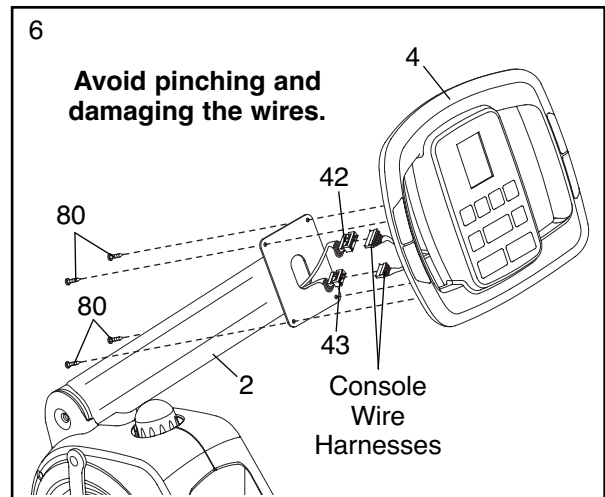
Attach the Upright (2) to the Frame (1) with an M10 x 63mm Bolt Set (62). **Be careful to avoid pinching the Wire Harnesses (42, 43).**

5. The Console (4) requires four “D” batteries (not included); alkaline batteries are recommended. Remove the battery cover from the back of the Console. Next, insert four batteries into the battery compartment; **make sure that the batteries are oriented as shown by the diagram inside the battery compartment.** Then, reattach the battery cover.

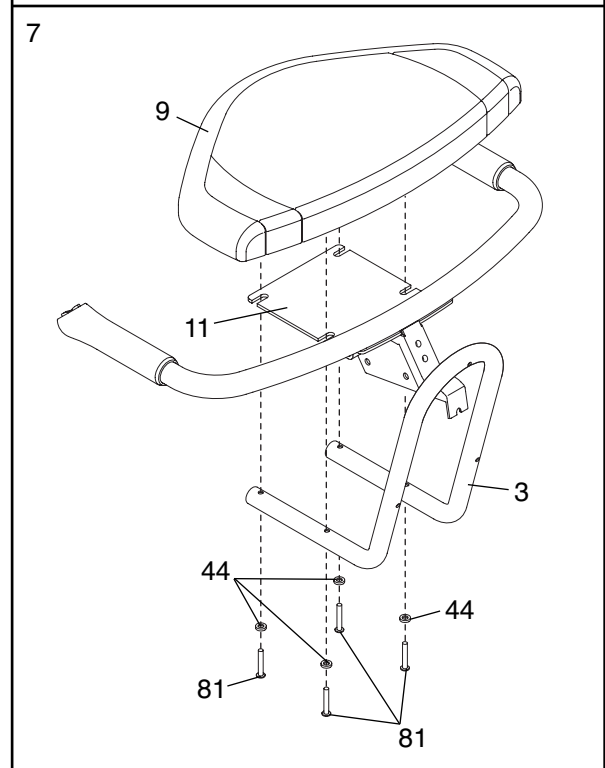


6. While another person holds the Console (4) near the Upright (2), connect the console wire harnesses to the Upper and Main Wire Harnesses (42, 43). Insert the excess wire downward into the Upright.

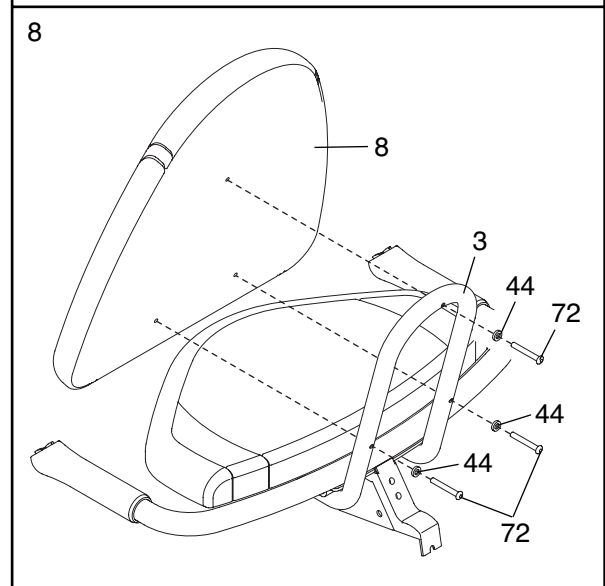
Attach the Console (4) to the Upright (2) with four M4 x 16mm Round Head Screws (80). **Be careful to avoid pinching the Wire Harnesses (42, 43).**



7. Attach the Seat (9) and the Backrest Bracket (3) to the Seat Bracket (11) with four M6 x 42mm Button Screws (81) and four M6 Washers (44) as shown. **Start all four Button Screws before you tighten any of them.**



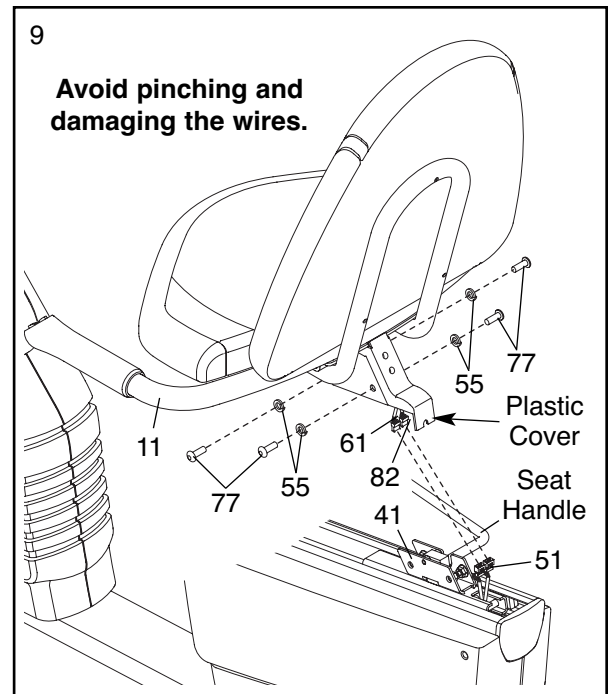
8. Attach the Backrest (8) to the Backrest Bracket (3) with three M6 x 38mm Button Screws (72) and three M6 Washers (44). **Start all three Button Screws before you tighten any of them.**



9. Push the seat handle down. Pull the Seat Carriage (41) towards the back of the exercise cycle until it stops. Then, pull up on the seat handle to lock the Seat Carriage in place.

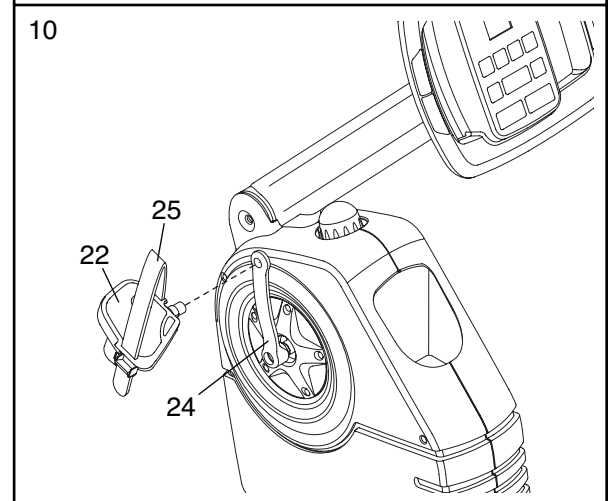
While another person holds the Seat Bracket (11) near the Seat Carriage (41), connect the Right Controller Wire (82), which has a tag attached, to the wire on the Rear Wire Harness (51) that has a tag attached. Then, connect the Left Controller Wire (61) to the other wire on the Rear Wire Harness. **Make sure that the connectors on the Controller Wires (61, 82) are positioned side by side under the plastic cover on the Seat Bracket.**

Be careful to avoid pinching and damaging the wires. Attach the Seat Bracket (11) to the Seat Carriage (41) with four M8 x 19mm Button Screws (77) and four M8 Split Washers (55).



10. Identify the Left Pedal (22), which is marked with an "L." Using an adjustable wrench, **firmly tighten** the Left Pedal *counterclockwise* into the Left Crank Arm (24). Tighten the Right Pedal (not shown) *clockwise* into the Right Crank Arm (not shown). **Important: Tighten both Pedals as firmly as possible. After using the exercise cycle for one week, retighten the Pedals.**

Adjust the Left Pedal Strap (25) to the desired position, and press the end of the Left Pedal Strap onto the tab on the Left Pedal (22). **Adjust the Right Pedal Strap (not shown) in the same way.**

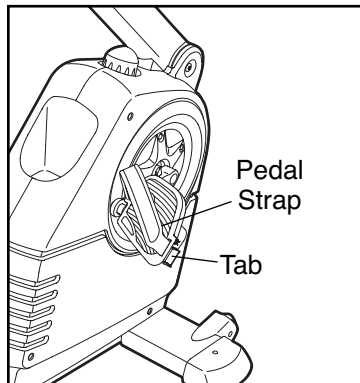


11. **Make sure that all parts are properly tightened before you use the exercise cycle.** Note: After assembly is completed, some extra parts may be left over. Place a mat beneath the exercise cycle to protect the floor.

EXERCISE CYCLE OPERATION

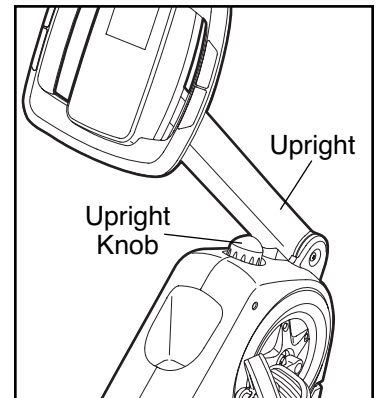
HOW TO ADJUST THE PEDAL STRAPS

To adjust the pedal straps, first pull the ends of the straps off the tabs on the pedals. Adjust the straps to the desired position, and then press the ends of the straps back onto the tabs.



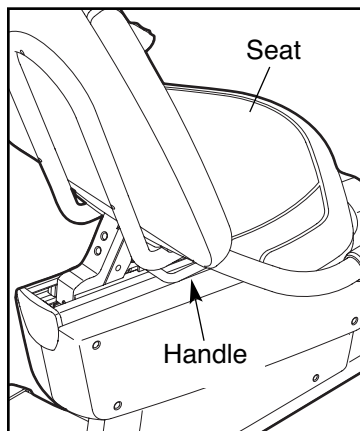
HOW TO ADJUST THE UPRIGHT

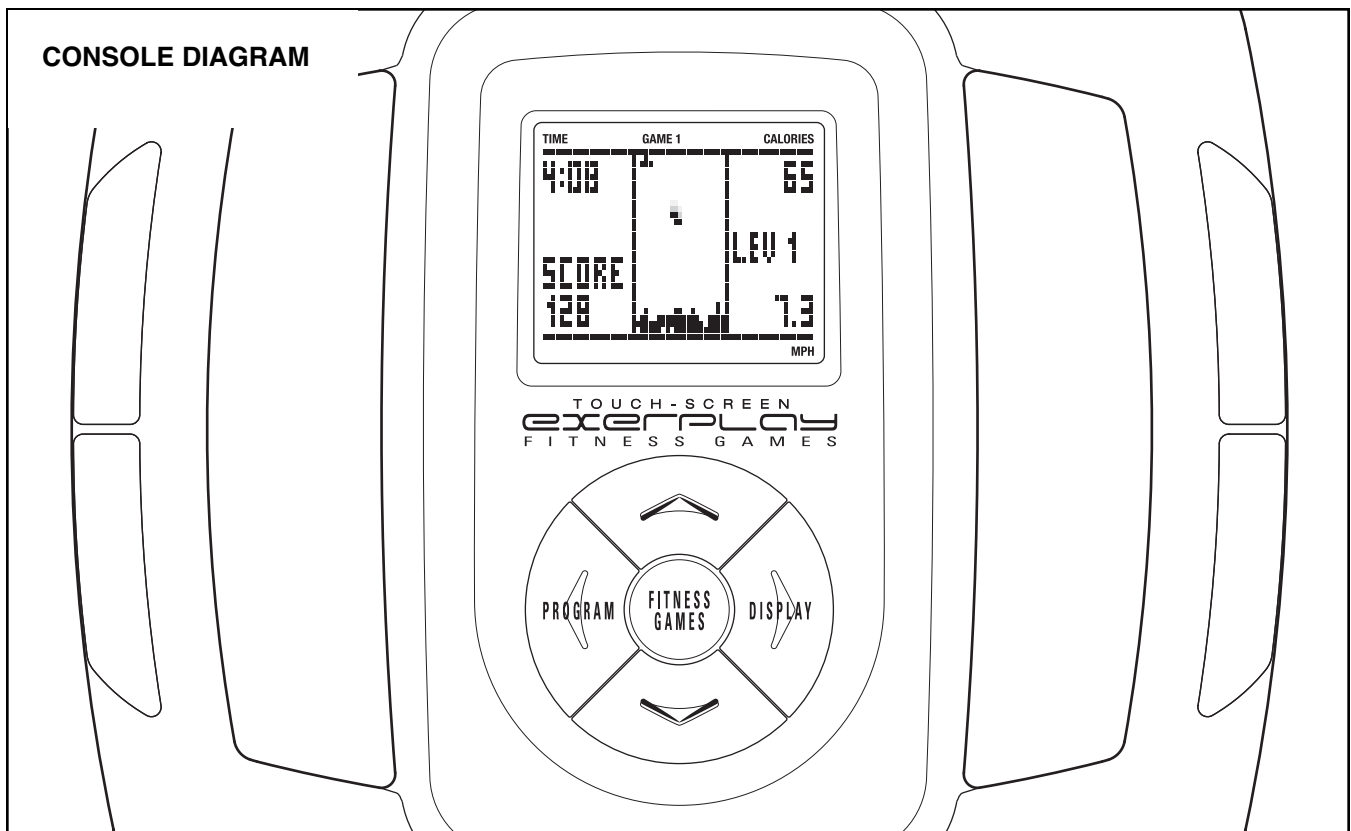
The upright can be adjusted to the position that is the most comfortable for you. To adjust the upright, first raise the upright so that it is not resting on the upright knob. Next, turn the upright knob clockwise or counterclockwise to raise or lower the upright. Then, rest the upright on the upright knob.



HOW TO ADJUST THE SEAT

The seat can be adjusted forward or backward to the position that is the most comfortable for you. To adjust the seat, push down on the seat handle, slide the seat to the desired position, and then pull up on the handle to lock the seat in place.





FEATURES OF THE CONSOLE

The revolutionary console offers an array of features designed to make your workouts more effective and enjoyable. When you use the manual mode of the console, you can change the resistance of the pedals with the touch of a button. While you exercise, the console will display continuous exercise feedback. You can even measure your heart rate using the handgrip pulse sensor.

Smart Programs

The console offers ten smart programs. Each program automatically changes the resistance of the pedals and prompts you to vary your pedaling pace as it guides you through an effective workout.

Interactive Games

The console also features four motivational interactive games. Using the dual game controllers, play the challenging Fat Blocker™ game or the fast-paced Calorie Destroyer™ game during your workouts—the harder you exercise, the greater your advantage! Or, use your wits and the interactive touch screen to win credits while playing the classic card game of Blackjack or Texas Hold ‘Em.

To use the manual mode of the console, follow the steps beginning on page 10. **To use a smart program,** see page 11. **To play the Fat Blocker game,** see page 13. **To play the Calorie Destroyer game,** see page 14. **To play the Blackjack game,** see page 15. **To play the Texas Hold ‘Em game,** see page 16.

HOW TO USE THE MANUAL MODE

Note: If there is a sheet of clear plastic on the face of the console, remove the plastic.

1 Begin pedaling or press any button on the console to turn on the console.

A moment after you begin pedaling or press a button, the display will light.

2 Select the manual mode.

Each time you turn on the console, the manual mode will be selected. If you have selected a program, reselect the manual mode by pressing the Program button repeatedly until the words MANUAL MODE appear in the lower left corner of the display.



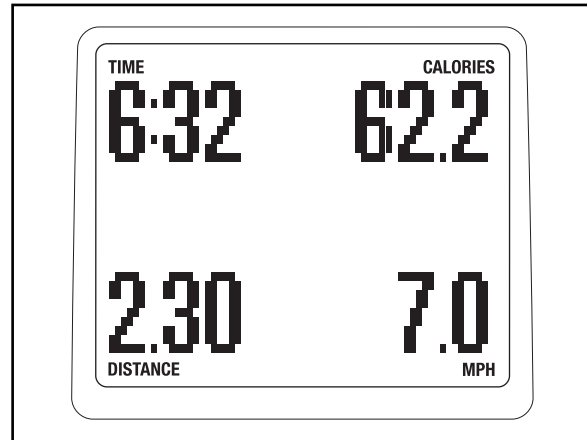
3 Change the resistance of the pedals as desired.

As you pedal, change the resistance of the pedals by pressing the increase and decrease buttons repeatedly. Note: After you press the buttons, it will take a moment for the pedals to reach the selected resistance level.



4 Follow your progress with the display.

The upper left corner of the display will show the elapsed time. Note: When a program is selected, the display will show the time remaining in the program instead of the elapsed time.



The lower left corner of the display will show the distance you have pedaled, in miles or kilometers.

The upper right corner of the display will show the approximate number of calories you have burned. The upper right corner of the display will also show your heart rate when you use the hand-grip pulse sensor (see step 5 on page 11).

The lower right corner of the display will show your pedaling pace in miles or kilometers per hour.

The center of the display will show the resistance setting of the pedals for a few seconds each time the resistance setting changes.

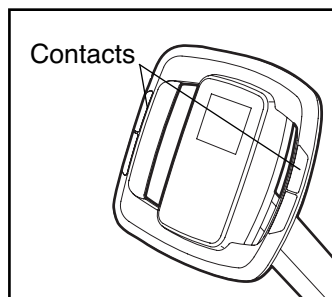
You can also view selected information at a larger size. Press the Display button repeatedly to view time and distance information, time and calorie information, or time and pace information. Press the Display button again to view all information.

The console has three backlight options. The “On” option keeps the backlight on while the console is on. To conserve the batteries, the “Auto” option keeps the backlight on only while you are pedaling. The “Off” option turns the backlight off. To select a backlight option, first press and hold down the Program button for several seconds. Next, press the increase button to select the desired backlight option. Then, press the Program button to save your selection.

The console can show speed and distance in either miles or kilometers. The letters MPH or KM/H will appear in the display to show which unit of measurement is selected. To change the unit of measurement, first press and hold down the Program button for several seconds. Next, press the decrease button to select the desired unit of measurement. Then, press the Program button to save your selection.

5 Measure your heart rate if desired.

If there are sheets of clear plastic on the metal contacts on the handgrip pulse sensor, remove the plastic. To measure your heart rate, hold the handgrip pulse sensor with your palms resting against the metal contacts. **Avoid moving your hands or gripping the contacts too tightly.**



When your pulse is detected, one, two, or three dashes will appear in the display, and then your heart rate will be shown. For the most accurate heart rate reading, hold the contacts for at least 15 seconds. Note: If you continue to hold the handgrip pulse sensor, the display will show your heart rate for up to 30 seconds.

If the display does not show your heart rate, make sure that your hands are positioned as described. Be careful not to move your hands excessively or to squeeze the metal contacts too tightly. For optimal performance, clean the metal contacts using a soft cloth; **never use alcohol, abrasives, or chemicals to clean the contacts.**

6 When you are finished exercising, the console will turn off automatically.

If the pedals do not move for several seconds, a tone will sound and the console will pause. If the pedals do not move for several minutes and the buttons are not pressed, the console will turn off and the display will be reset.

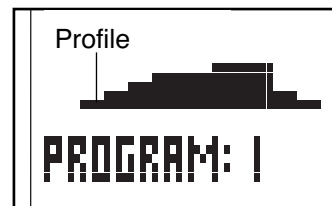
HOW TO USE A SMART PROGRAM

1 Begin pedaling or press any button on the console to turn on the console.

A moment after you begin pedaling or press a button, the display will light.

2 Select a smart program.

To select one of the ten smart programs, press the Program button repeatedly until PROGRAM 1, 2, 3, 4, 5, 6, 7, 8, 9, or 10 appears in the display. The program time and a profile of the resistance settings for the program will also appear in the display.



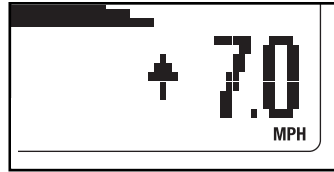
3 Begin pedaling to start the program.

Each program is divided into either 20, 30, or 45 one-minute segments. One resistance setting and one target pace setting are programmed for each segment. Note: The same resistance setting and/or target pace setting may be programmed for two or more consecutive segments.

The resistance setting and the target pace setting for the first segment will appear in the center of the display for a few seconds. The resistance setting will then be indicated by the height of the flashing column of the profile in the display. The resistance settings for the next several segments will be indicated by the heights of the columns to the right of the flashing column.

When the first segment of the program ends, the resistance setting and the target pace setting for the second segment will appear in the center of the display for a few seconds to alert you. The entire profile will then shift one column to the left, and the pedals will automatically adjust to the resistance setting for the second segment.

As you exercise, you will be prompted to keep your pedaling pace near the target pace setting for the current segment. When an upward arrow appears in the display, increase your pace. When a downward arrow appears in the display, decrease your pace. When no arrows appear, maintain your current pace.



Important: The target pace settings are intended only to provide motivation. Your actual pace may be slower than the target pace settings. Make sure to exercise at a pace that is comfortable for you.

If the resistance setting for the current segment is too high or too low, you can manually override the setting by pressing the increase and decrease buttons. **Important: When the current segment of the program ends, the pedals will automatically adjust to the resistance setting for the next segment.**

The program will continue in this way until the last segment ends. To stop the program at any time, stop pedaling. A tone will sound and the time will begin to flash in the display. To restart the program, simply resume pedaling.

4 Follow your progress with the display.

See step 4 on page 10.

5 Measure your heart rate if desired.

See step 5 on page 11.

6 When you are finished exercising, the console will turn off automatically.

See step 6 on page 11.

HOW TO PLAY THE FAT BLOCKER GAME

The Fat Blocker game requires quick thinking and fast reflexes. In addition to the console buttons, you will use the four-button game controllers on the handlebar to play the game. Follow the steps below to play the Fat Blocker game.

1 Begin pedaling or press any button on the console to turn on the console.

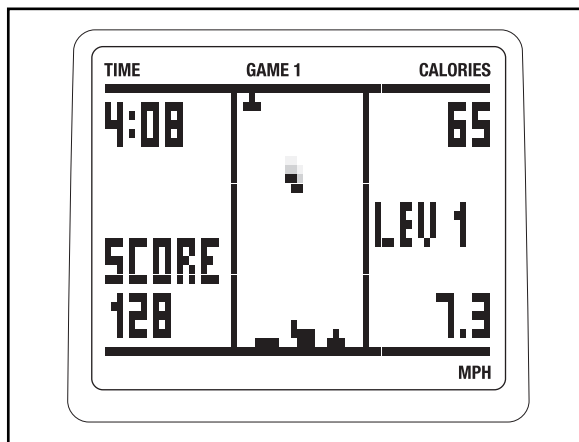
A moment after you begin pedaling or press a button, the display will light.

2 Select the Fat Blocker game.

To select the Fat Blocker game, press the Fitness Games button repeatedly until the words FAT BLOCKER appear at the top of the display.

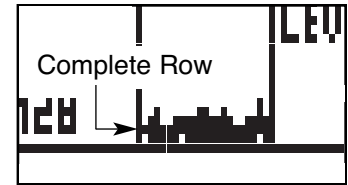
3 Pedal to start the game.

When you start the Fat Blocker game, a game arena will appear in the center of the display.



A block composed of four or five black squares will slowly move downward until it reaches the bottom of the arena. Another block will then move downward. There are blocks of eight different shapes. As each block falls, you can move it to the left or right using the left and right buttons on the left controller. In addition, you can rotate the block counterclockwise or clockwise using the left and right buttons on the right controller. Once you have positioned and oriented a block, you can speed its motion to the bottom of the arena, if desired, by pressing the down button on either controller.

Your goal is to maneuver the blocks so that they form a complete row of black squares across the entire arena.



Each time you complete a row of black squares, the row will disappear, and all blocks above will move downward one row.

As you play, the blocks will fall faster and faster; however, your pedaling pace will affect the speed of the blocks—the faster you pedal, the more slowly the blocks will fall, giving you extra time to position and orient the blocks. The game will continue until any part of a stacked block reaches the top of the arena.

When the game ends, the display will show your final score and the level of play that you reached. The display will then show the four highest scores recorded since the scores were reset. If desired, press and hold down the right button on either controller to reset the scores. Note: If your score is one of the four highest, the display will prompt you to enter a name consisting of three letters or digits. While the line below the first letter is flashing, press the up and down buttons on either controller to select the desired letter or digit. Next, press the right button on either controller and select another letter or digit. Repeat this process to select a third letter or digit. Then, press the right button on either controller again. The display will then show the four highest scores recorded since the scores were reset.

4 Follow your progress with the display.

While you exercise and play the Fat Blocker game, the corners of the display will show the elapsed time, the approximate number of calories you have burned, and your pedaling pace. In addition, the display will show your current score and the game level that you have reached.

To pause the game, press the Display button. To resume the game, press the Display button repeatedly until the words FAT BLOCKER appear at the top of the display, and then begin pedaling.

5 When you are finished exercising, the console will turn off automatically.

See step 6 on page 11.

HOW TO PLAY THE CALORIE DESTROYER GAME

The Calorie Destroyer game is a fast-paced game that pits you against a squadron of laser-firing drones. In addition to the console buttons, you will use the four-button game controllers on the handlebar to play the game. Follow the steps below to play the Calorie Destroyer game.

1 Begin pedaling or press any button on the console to turn on the console.

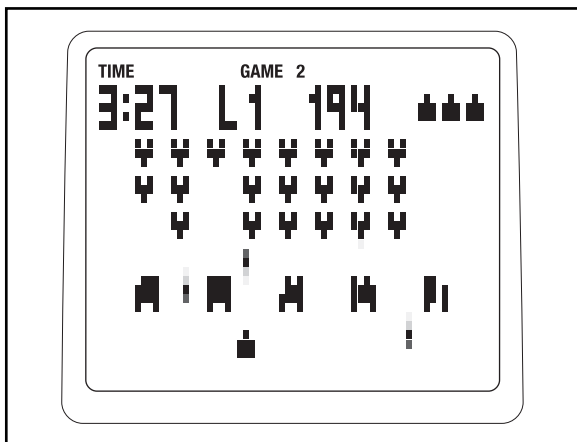
A moment after you begin pedaling or press a button, the display will light.

2 Select the Calorie Destroyer game.

To select the Calorie Destroyer game, press the Fitness Games button repeatedly until the word DESTROYER appears at the top of the display.

3 Pedal to start the game.

When you start the Calorie Destroyer game, a game arena will appear in the display. Three rows of drones will begin to move across the top of the arena, periodically firing their lasers downward. Each time the drones reach the left or right side of the arena, they will reverse direction and move downward.



At the bottom of the arena is a laser blaster. You can fire the laser blaster at the drones by pressing the up button on either controller. In addition, while you are pedaling, you can move the laser blaster to the left or right using the left and right buttons on either controller. The faster you pedal, the faster the laser blaster will move.

Between the drones and the laser blaster are five shields. You can hide the laser blaster below a shield if desired. However, each time a shield is hit by a laser, a piece will be vaporized.

Your goal is to keep the laser blaster from being hit and to keep any drone from reaching the bottom of the arena. If the laser blaster is hit, it will be disabled and another laser blaster will appear in its place; there are a total of four laser blasters. If you vaporize the entire squadron of drones, a new squadron will appear.

As you play, the drones will move faster and faster. The game will continue until all four laser blasters are disabled or a drone reaches the bottom of the arena.

When the game ends, the display will show the level of play that you reached and your final score. The display will then show the four highest scores recorded since the scores were reset. If desired, press and hold down the right button on either controller to reset the scores. Note: If your score is one of the four highest, the display will prompt you to enter a name consisting of three letters or digits. While the line below the first letter is flashing, press the up and down buttons on either controller to select the desired letter or digit. Next, press the right button on either controller and select another letter or digit. Repeat this process to select a third letter or digit. Then, press the right button on either controller again. The display will then show the four highest scores recorded since the scores were reset.

4 Follow your progress with the display.

While you exercise and play the Calorie Destroyer game, the upper left corner of the display will show the elapsed time. In addition, the display will show the game level that you have reached and your current score.

To pause the game, press the Display button. To resume the game, press the Display button repeatedly until the word DESTROYER appears at the top of the display, and then begin pedaling.

5 When you are finished exercising, the console will turn off automatically.

See step 6 on page 11.

HOW TO PLAY THE BLACKJACK GAME

Blackjack is a casino-style card game in which you compete against the dealer to win credits. Your goal during each hand of the game is to have the highest point total that does not exceed 21 points. You will use the interactive touch screen on the display to play the game. Follow the steps below to play Blackjack.

Note: For detailed instructions on how to play Blackjack, consult a card game rule book or other card game resource.

1 Begin pedaling or press any button on the console to turn on the console.

A moment after you begin pedaling or press a button, the display will light.

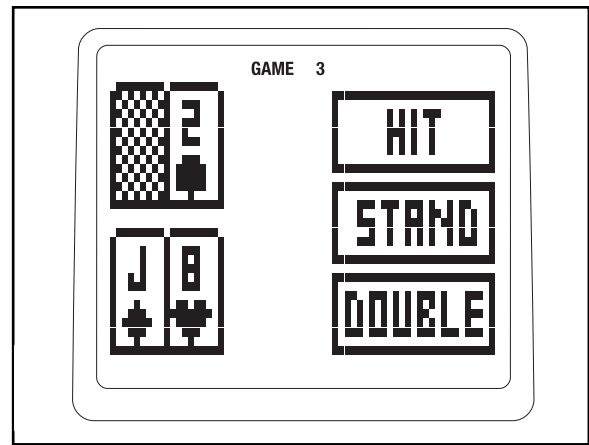
2 Select the Blackjack game.

To select the Blackjack game, press the Fitness Games button repeatedly until the word BLACKJACK appears at the top of the display.

3 Tap the screen to start the game.

As you pedal, tap the screen to begin the Blackjack game. After a moment, the words PLACE YOUR BET will appear in the display. Tap the screen to select the amount you want to bet on this hand. Note: You begin each game with 500 credits. As you win or lose credits during the game, your current total will be shown in the upper right corner of the display.

After you place a bet, a representation of a game table will appear in the display. The dealer's cards will appear in the upper left corner of the display. Your cards will appear in the lower left corner of the display. The game options will appear in three boxes on the right side of the display.



Count the point total of your cards and tap the screen to select a game option. You can choose to HIT, STAND, or DOUBLE. Repeat this action as necessary until the hand ends.

When the hand ends, the result and the point totals for you and the dealer will appear in a box on the right side of the display. To continue the game, tap the center of the screen.

The game will continue in this way indefinitely or until you have no credits available to bet. If you have no credits to bet, the words GAME OVER and the game time will appear in the display. To play Blackjack again, tap the prompt box on the screen. To exit the game at any time, press the Fitness Games button.

4 Follow your progress with the display.

While you pedal and play the Blackjack game, the upper left corner of the display will show the elapsed time. To view additional exercise information, press the Display button repeatedly.

5 When you are finished exercising, the console will turn off automatically.

See step 6 on page 11.

HOW TO PLAY THE TEXAS HOLD 'EM GAME

Texas Hold 'Em is a popular poker game in which you compete against other players to win credits. Your objective is to form the best five-card poker hand from your two hole cards and the five community cards shared by all the players. You will use the interactive touch screen on the display to play the game. Follow the steps below to play Texas Hold 'Em.

Note: For detailed instructions on how to play Texas Hold 'Em, consult a card game rule book or other card game resource.

1 Begin pedaling or press any button on the console to turn on the console.

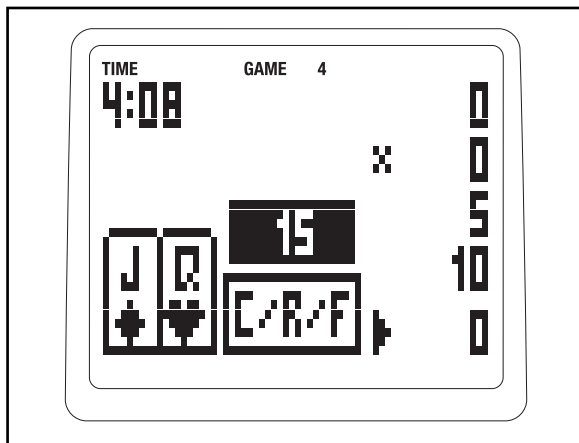
A moment after you begin pedaling or press a button, the display will light.

2 Select the Texas Hold 'Em game.

To select the Texas Hold 'Em game, press the Fitness Games button repeatedly until the words TEXAS HOLD 'EM appear at the top of the display.

3 Tap the screen to start the game.

As you pedal, tap the screen to begin the Texas Hold 'Em game. After you start the game, a representation of a game table will appear in the display. Your hole cards will be shown in the lower left corner of the display. The number of credits in the pot will be shown in the black box in the center of the display. The amount bet by each player will be shown along the right side of the display. A game option box will be shown below the pot.



During the game, player information will appear along the right side of the display. Your player

information is located in the lower right corner of the display. The black X in the display indicates the location of the dealer button. The black arrow indicates which player's turn it is.

When it is your turn, assess your cards and tap the C/R/F game option box to make a betting decision; you can choose to CALL, RAISE, or FOLD. You can also tap the CARDS box to view your cards and any community cards on the table before making a decision. Note: In some circumstances, you can choose to CHECK instead of CALL.

If you decide to RAISE, tap the upward and downward arrow boxes to select the desired number of credits, and then tap the OK box.

After you make your betting decision, play will continue with the other players. Continue to make betting decisions throughout the betting rounds and the deals. When the flop is dealt, three cards will appear in the upper left area of the display. Additional cards will appear in this area when the turn and river are dealt. Assess these cards and make betting decisions as before. During the game, the other players may fold, bust, or continue to a showdown.

The player with the best five-card hand in any combination of hole and community cards will win the showdown.

After the showdown, the word WINS: will appear in the center of the display. The number of credits won by each player will be shown along the right side of the display. To view the cards held by the other players, tap the number of credits won by each player.

The game will continue in this way until you win all the other players' credits or until you have no credits available to bet. To exit the game at any time, press the Fitness Games button.

4 Follow your progress with the display.

While you pedal and play the Texas Hold 'Em game, the upper left corner of the display will show the elapsed time. To view additional exercise information, press the Display button repeatedly.

5 When you are finished exercising, the console will turn off automatically.

See step 6 on page 11.

MAINTENANCE AND TROUBLESHOOTING

Inspect and tighten all parts of the exercise cycle regularly. Replace any worn parts immediately.

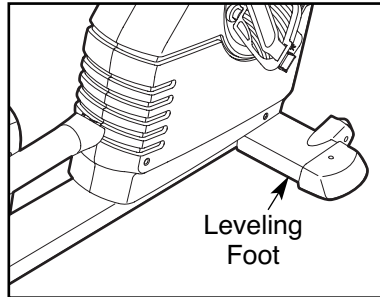
To clean the exercise cycle, use a damp cloth and a small amount of mild soap. **Important: To avoid damage to the console, keep liquids away from the console and keep the console out of direct sunlight.**

BATTERY REPLACEMENT

If the console display becomes dim, the batteries should be replaced; most console problems are the result of low batteries. See assembly step 5 on page 5 for replacement instructions.

HOW TO LEVEL THE EXERCISE CYCLE

After the exercise cycle has been moved to the location where it will be used, make sure that the ends of both front stabilizer are touching the floor. If the exercise cycle rocks slightly during use, turn one or both of the leveling feet under the front stabilizers until the rocking motion is eliminated.

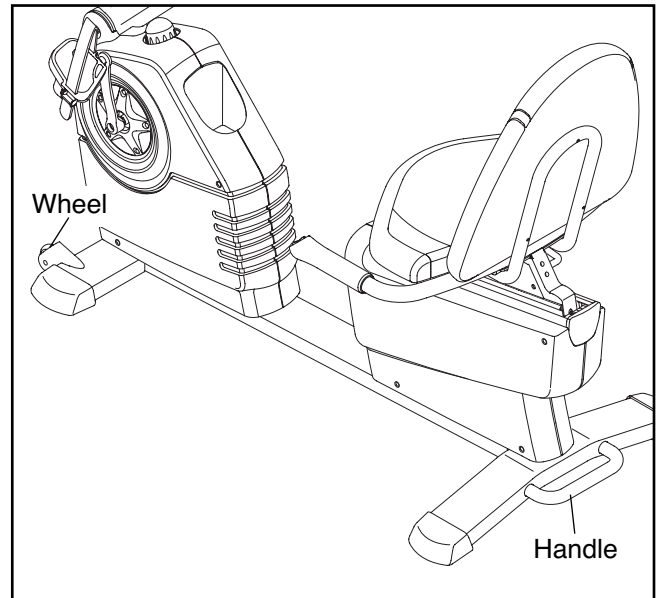


HANDGRIP PULSE SENSOR TROUBLESHOOTING

If the handgrip pulse sensor does not function properly, see step 5 on page 11.

HOW TO MOVE THE EXERCISE CYCLE

To move the exercise cycle, hold the handle on the rear stabilizer and carefully lift it until the exercise cycle can be moved on the front wheels. Carefully move the exercise cycle to the desired location and then lower it.



EXERCISE GUIDELINES

The following guidelines will help you to plan your exercise program. Remember that proper nutrition and adequate rest are essential for successful results.

⚠ WARNING: Before beginning this or any exercise program, consult your physician. This is especially important for persons over the age of 35 or persons with pre-existing health problems.

The pulse sensor is not a medical device. Various factors may affect the accuracy of heart rate readings. The pulse sensor is intended only as an exercise aid in determining heart rate trends in general.

EXERCISE INTENSITY

Whether your goal is to burn fat or to strengthen your cardiovascular system, the key to achieving the desired results is to exercise with the proper intensity. The proper intensity level can be found by using your heart rate as a guide. The chart below shows recommended heart rates for fat burning, maximum fat burning, and cardiovascular (aerobic) exercise.

165	155	145	140	130	125	115	♥
145	138	130	125	118	110	103	♥
125	120	115	110	105	95	90	♥
20	30	40	50	60	70	80	

To find the proper heart rate for you, first find your age at the bottom of the chart (ages are rounded off to the nearest ten years). Next, find the three numbers above your age. The three numbers are your “training zone.” The lowest number is the recommended heart rate for fat burning; the middle number is the recommended heart rate for maximum fat burning; the highest number is the recommended heart rate for aerobic exercise.

Fat Burning

To burn fat effectively, you must exercise at a relatively low intensity level for a sustained period of time.

During the first few minutes of exercise, your body uses easily accessible *carbohydrate* calories for energy. Only after the first few minutes of exercise does your body begin to use stored *fat* calories for energy. If your goal is to burn fat, adjust the intensity of your exercise until your heart rate is near the lowest number in your training zone as you exercise. For maximum fat burning, adjust the intensity of your exercise until your heart rate is near the middle number in your training zone as you exercise.

Aerobic Exercise

If your goal is to strengthen your cardiovascular system, your exercise must be “aerobic.” Aerobic exercise is activity that requires large amounts of oxygen for prolonged periods of time. This increases the demand on the heart to pump blood to the muscles, and on the lungs to oxygenate the blood. For aerobic exercise, adjust the intensity of your exercise until your heart rate is near the highest number in your training zone.

WORKOUT GUIDELINES

Each workout should include the following three parts:

A warm-up, consisting of 5 to 10 minutes of stretching and light exercise. A proper warm-up increases your body temperature, heart rate, and circulation in preparation for exercise.

Training zone exercise, consisting of 20 to 30 minutes of exercising with your heart rate in your training zone. Note: During the first few weeks of your exercise program, do not keep your heart rate in your training zone for longer than 20 minutes.

A cool-down, with 5 to 10 minutes of stretching. This will increase the flexibility of your muscles and will help to prevent post-exercise problems.

EXERCISE FREQUENCY

To maintain or improve your condition, plan three workouts each week, with at least one day of rest between workouts. After a few months of regular exercise, you may complete up to five workouts each week, if desired. Remember, the key to success is make exercise a regular and enjoyable part of your everyday life.

SUGGESTED STRETCHES

The correct form for several basic stretches is shown at the right. Move slowly as you stretch—never bounce.

1. Toe Touch Stretch

Stand with your knees bent slightly and slowly bend forward from your hips. Allow your back and shoulders to relax as you reach down toward your toes as far as possible. Hold for 15 counts, then relax. Repeat 3 times. Stretches: Hamstrings, back of knees and back.

2. Hamstring Stretch

Sit with one leg extended. Bring the sole of the opposite foot toward you and rest it against the inner thigh of your extended leg. Reach toward your toes as far as possible. Hold for 15 counts, then relax. Repeat 3 times for each leg. Stretches: Hamstrings, lower back and groin.

3. Calf/Achilles Stretch

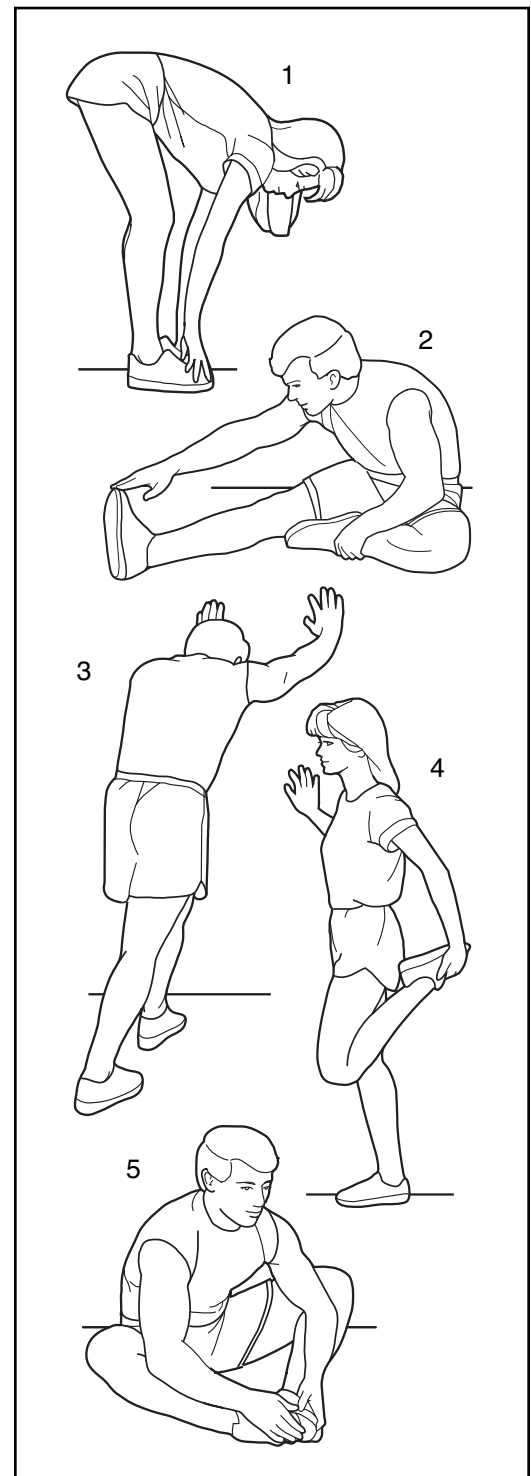
With one leg in front of the other, reach forward and place your hands against a wall. Keep your back leg straight and your back foot flat on the floor. Bend your front leg, lean forward and move your hips toward the wall. Hold for 15 counts, then relax. Repeat 3 times for each leg. To cause further stretching of the achilles tendons, bend your back leg as well. Stretches: Calves, achilles tendons and ankles.

4. Quadriceps Stretch

With one hand against a wall for balance, reach back and grasp one foot with your other hand. Bring your heel as close to your buttocks as possible. Hold for 15 counts, then relax. Repeat 3 times for each leg. Stretches: Quadriceps and hip muscles.

5. Inner Thigh Stretch

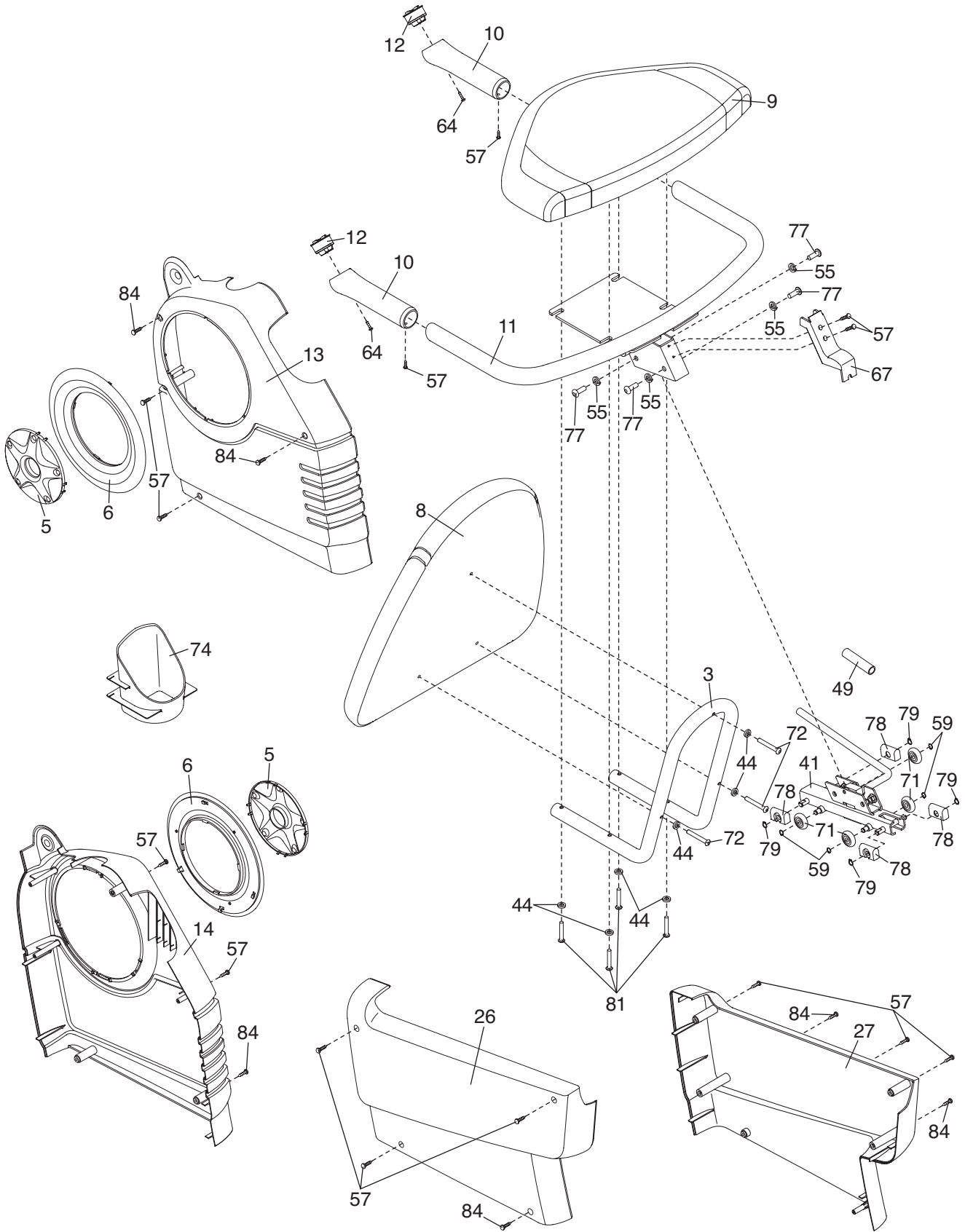
Sit with the soles of your feet together and your knees outward. Pull your feet toward your groin area as far as possible. Hold for 15 counts, then relax. Repeat 3 times. Stretches: Quadriceps and hip muscles.



NOTES

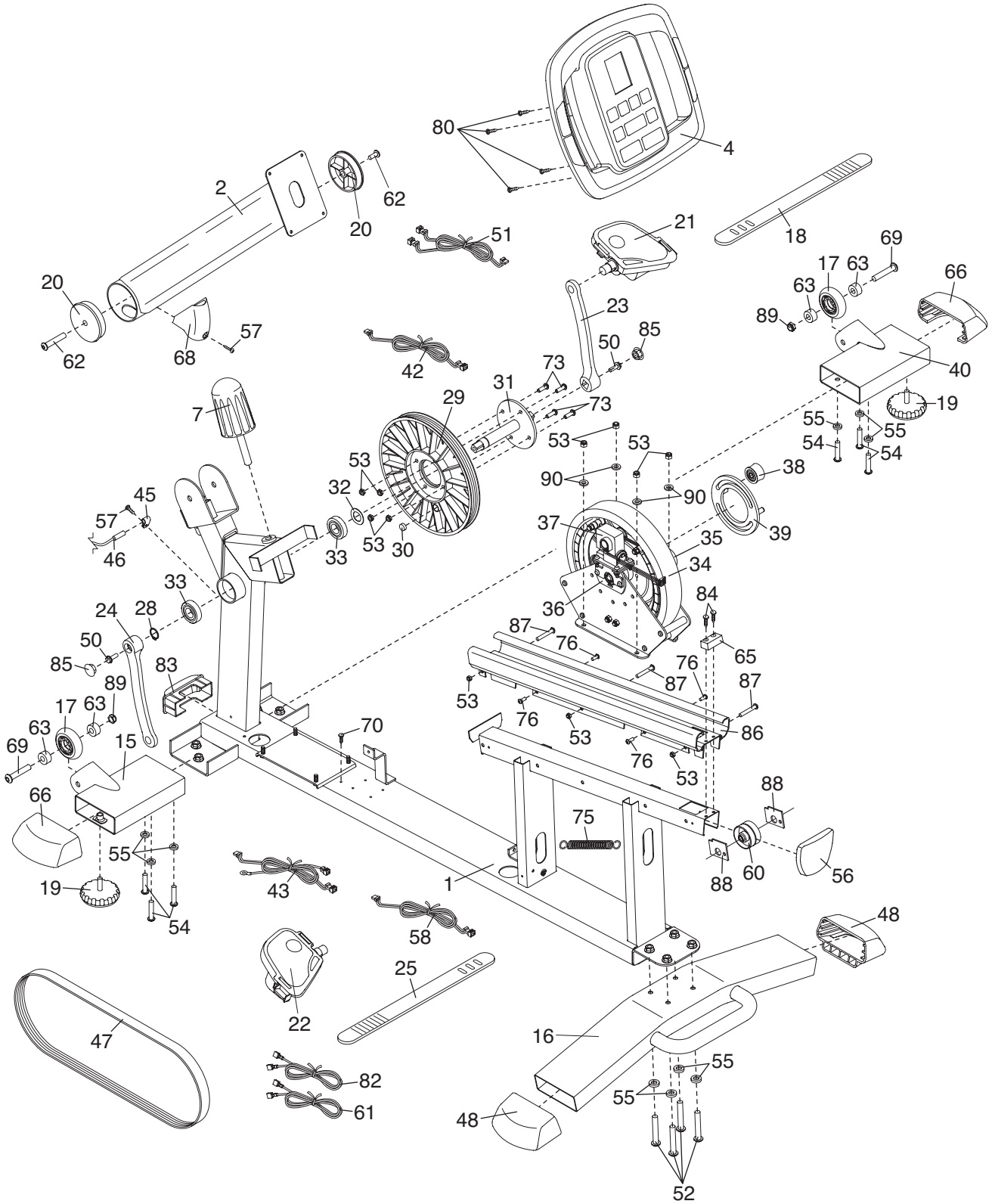
Key No.	Qty.	Description	Key No.	Qty.	Description
1	1	Frame	47	1	Drive Belt
2	1	Upright	48	2	Rear Stabilizer Endcap
3	1	Backrest Bracket	49	1	Foam Grip
4	1	Console	50	2	Flange Screw
5	2	Crank Cover	51	1	Rear Wire Harness
6	2	Accent Ring	52	4	M8 x 50mm Button Screw
7	1	Upright Knob	53	11	M6 Nylon Locknut
8	1	Backrest	54	6	M8 x 16mm Button Screw
9	1	Seat	55	14	M8 Split Washer
10	2	Game Grip	56	1	Seat Rail Endcap
11	1	Seat Bracket	57	16	M4 x 16mm Screw
12	2	Controller	58	1	Lower Wire Harness
13	1	Left Front Side Shield	59	4	Small Snap Ring
14	1	Right Front Side Shield	60	1	Tension Wheel
15	1	Left Front Stabilizer	61	1	Left Controller Wire
16	1	Rear Stabilizer	62	1	M10 x 63mm Bolt Set
17	2	Wheel	63	4	Wheel Bushing
18	1	Right Pedal Strap	64	2	M4 x 10mm Screw
19	2	Leveling Foot	65	1	Stop Block
20	2	Upright Bushing	66	2	Front Stabilizer Endcap
21	1	Right Pedal	67	1	Seat Bracket Endcap
22	1	Left Pedal	68	1	Upright Cover
23	1	Right Crank Arm	69	2	Wheel Bolt
24	1	Left Crank Arm	70	1	M4 x 12mm Screw
25	1	Left Pedal Strap	71	4	Seat Carriage Wheel
26	1	Left Side Shield	72	3	M6 x 38mm Button Screw
27	1	Right Side Shield	73	4	M6 x 20mm Button Bolt
28	1	Large Snap Ring	74	1	Water Bottle Holder
29	1	Pulley	75	1	Tension Spring
30	1	Magnet	76	4	M5 x 16mm Button Screw
31	1	Crank	77	4	M8 x 19mm Button Screw
32	1	Steel Washer	78	4	Seat Carriage Block
33	2	Crank Bearing	79	4	Block Snap Ring
34	1	Eddy Mechanism	80	4	M4 x 16mm Round Head Screw
35	1	Eddy Axle Assembly	81	4	M6 x 42mm Button Screw
36	1	Pillow Block	82	1	Right Controller Wire
37	1	Resistance Motor	83	1	Frame Endcap
38	1	Idler Pulley	84	8	M4 x 19mm Screw
39	1	Idler	85	2	Crank Cover
40	1	Right Front Stabilizer	86	1	Rail
41	1	Seat Carriage	87	3	M6 x 50mm Bolt
42	1	Upper Wire Harness	88	2	Tension Plate
43	1	Main Wire Harness	89	2	M8 Jamnut
44	7	M6 Washer	90	4	M6 Split Washer
45	1	Clamp	#	1	Hex Key
46	1	Reed Switch/Wire	#	1	User's Manual

Note: “#” indicates a non-illustrated part. Specifications are subject to change without notice. See the back cover of this manual for information about ordering replacement parts.



EXPLODED DRAWING B—MODEL NO. RBEX3976.1


R1206A



ORDERING REPLACEMENT PARTS

To order replacement parts, please see the front cover of this manual. To help us assist you, be prepared to give the following information when contacting us:

- the MODEL NUMBER of the product (RBEX3976.1)
- the NAME of the product (REEBOK RB 310 exercise cycle)
- the SERIAL NUMBER of the product (see the front cover of this manual)
- the KEY NUMBER and DESCRIPTION of the part(s) (see the PART LIST on page 21)

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The warranty extended hereunder is in lieu of any and all other warranties and any implied warranties of merchantability or fitness for a particular purpose is limited in its scope and duration to the terms set forth herein. Some states do not allow limitations on how long an implied warranty lasts. Accordingly, the above limitation may not apply to you.

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