



# PRE-FLIGHT continued



## 7 Motor Check.

- While a friend holds the aircraft, test the following:
  - Move the left transmitter stick forward -Both motors should run.
  - Move the left transmitter stick backward -both motors should stop.
  - Move the right stick to the right -The left motor should run faster.
  - Move the right stick to the left -The right motor should run faster.



## 8

## Radio Range-Check.

- Turn on the transmitter but leave the antenna down, then switch on the plane. Have a friend hold the plane, walk about 20ft. away and with the antenna down, make sure that the plane's motors respond to control inputs from the transmitter.

## Tip! IMPORTANT!

Never attempt the Motor Check and Radio Range-Check Pre Flight without the help of a friend or parent.

Do not try these tests alone as the aircraft propellers could cause injury if they come in contact with your fingers while running. Also the aircraft could actually take off causing damage to the plane's structure.

# LAUNCH

- Be sure to operate and fly your aircraft only under adult supervision.
- Keep clear of the propeller blades!

- Do not fly near cars, people, pets, overhead wires, bodies of water, buildings, trees, etc. -Use common sense!
- Fly only in large grassy open areas. -Keep plane away from people, vehicles and any other



## Flight Conditions.

- Wind speed must be below 5mph. (8km/h). The wind-indicator ribbon should be at no more than a 45 degree angle.
- Humidity and temperature must be comfortable (not too hot) so that the air is fairly dense.
- Your altitude should be below 2000ft. above sea level.

## Tip! IMPORTANT!

When hand launching the plane be careful not to release the plane with the nose pointed downwards!

It must leave your hand at the recommended 20-30 degrees upwards angle to launch properly. Be sure not to hold onto the plane past these angles when releasing or the plane may crash and damage to the plane structure is possible.



## Launch.

- Hold the controller in your left hand and the plane in your right hand.
- Turn so that you are facing into the wind.
- Push the left throttle stick forward so that both motors are running.
- Gently toss the plane at an upwards angle of about 20-30 degrees. Do not throw the plane too hard or the motors may stall. Use about the same force as you would throwing a dart at a dart board.
- Keep the throttle on until you reach a safe altitude of about 40ft.
- If plane veers, or drops to the ground, release the throttle immediately and check to make sure the motors are working correctly.

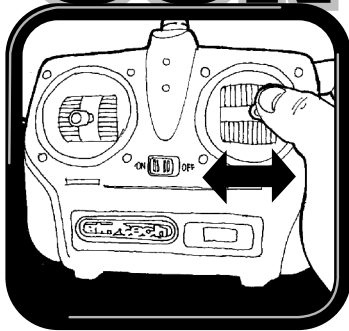


**PLEASE DO NOT RETURN THIS PRODUCT TO ANY RETAIL STORE!**

For any questions or problems with this product please call 1-866-214-2220. Visit our web site: [www.interactivetoy.com](http://www.interactivetoy.com) or E-mail us at [info@interactivetoy.com](mailto:info@interactivetoy.com)



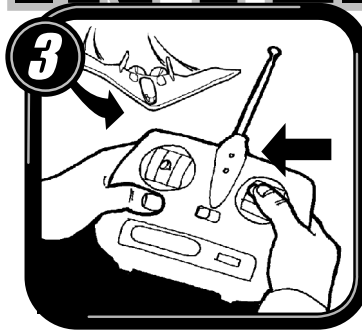
# CONTROL IN FLIGHT



## Left or Right Turn While the Plane is Flying Away from You.

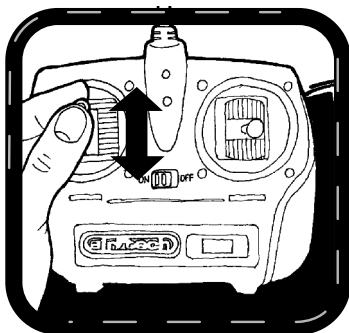
-Pulse the right stick in the direction of the desired turn. Do not hold the stick without pulsing, or the plane will turn too sharply and stall.

**ITD** The pulsing of the stick is the key to great control! Practice this tip the most!



## Control Reversal.

-When the plane is coming towards you it appears to turn in the "wrong" direction. But if you imagine yourself in the pilots seat, the model is in fact turning correctly. Try turning your back to the aircraft and looking over your shoulder, when it is coming towards you.



## Climb.

-Push the left stick forward all the way, the plane will start to climb

## Glide/Descend.

-Release the left stick, the plane will glide at a gentle angle.

## Flying.

-Keep the plane in front of you. Don't let it pass overhead, since this is very disorienting.

## Landing.

-Turn the plane into the wind and aim it at the landing area.

-Allow the plane to gently descend by pulsing the power (left stick) on and off to achieve a gentle descent rate.

-If a turn is needed, use only gentle pulsing of the right-hand transmitter stick.

-Try to avoid turning the plane when it is within 10ft. of the ground.

-The plane will essentially land itself once you achieve a smooth descent rate.

-Just before touchdown give the plane a short burst of power to level it out and allow it to land at a flat angle.

**CAUTION:** When landing the plane be sure to land up-wind (into the wind) and aim for a soft, flat grassy area!

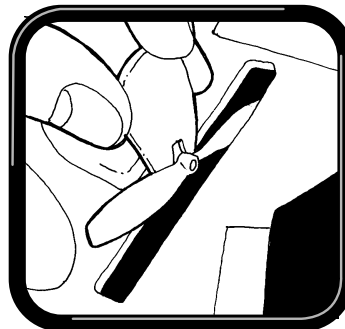
# REPAIR



## Repair Kit.

-This emergency field repair kit comes included in your Airtech package and contains clear repair tape, glue, prop removal tool and spare props.

**ITD** Make sure to take your repair kit with you when flying. A small, easily fixed problem and no repair kit with you can ground you for the day.



## Broken Prop.

-If you happen to break a propeller use the included prop-removal tool to remove it.

-Then press fit a replacement onto the shaft leaving 1/16" gap between the prop and airframe.

**ITD** Need extra props? Visit our website under the Customer Service Tab.



Glue



Tape

## Broken Wing or Vertical Stabilizer.

-This is a common problem with flying planes, but surprisingly easy to fix.

-Apply white or repair kit glue to the broken areas, press them back into position and reinforce with clear cellophane tape provided.

## Broken Antenna.

-Unscrew the antenna from the transmitter.

-We can provide a replacement at a modest cost. Please see our web site under

Customer Service Tab.



**At Interactive Toy Concepts we try to provide the highest quality high tech toys at competitive prices. Visit our web site and check-out our complete line of cutting edge radio controlled action toys!**



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# INFORMATION

## Replacement Parts.

If you need to, you can order replacement parts directly from us via telephone or email. Please call (416) 444-6873 or send an email to [info@interactivetoy.com](mailto:info@interactivetoy.com)

## Warranty

Interactive Toy Concepts guarantees your Stealth, Burner and Icer to be free from manufacturing defects. This warranty does not cover any modifications or parts damaged by the owner. In no case will Interactive Toy Concepts' liability exceed the original cost of the kit. Interactive Toy Concepts reserves the right to change this warranty without notice. Interactive Toy Concepts assumes no liability over final assembly or for any damage resulting from the use of this product. If the buyer is not prepared to accept the liability associated with the use of the aircraft, he/she should return it in unused condition to the place of purchase.

We reserve the right to make improvements to the design of the airplane. Thus, your aircraft may vary slightly from that depicted in the preceding photographs.

## Battery Recycling & Disposal.

It may be illegal to dispose of the NiMH battery in your municipal waste. The battery pack contains a chemical known to the State of California to cause birth defects or other reproductive problems. Do not try to open the battery pack!

## Battery Care Information. □

- 1) Never allow the battery pack to become hot during charging - This will cause permanent irreversible damage. Warm is OK -HOT IS NOT!
- 2) Never leave a battery unattended while it is being charged.
- 3) Never leave a battery unattended in the presence of small children.
- 4) Charging time required for a full charge increases with the number of charge cycles due to the gradual draining of the chargers "D" cells.
- 5) Never recharge a hot battery. Always allow it to cool before charging.
- 6) If you use an after-market charger, never charge the battery at a rate greater than 500mA.
- 7) If the flight battery is not completely discharged before recharging, the charging may be less than that of an "empty" battery. Again, do not allow the battery to get too hot!
- 8) If a day or more passes without charging the battery, or if you are unsure whether or not it is fully charged, discharge the battery, then fully recharge it.
- 9) Rechargeable batteries are to be removed from the toy before being charged (if removable).
- 10) Rechargeable batteries are only to be charged under adult supervision (if removable).

## Troubleshooting.

If you are experiencing any problems with your Airtech aircraft, visit our website under the Customer Service Tab -Troubleshooting Tips.

There you will find answers to many of your questions, supplied by our Airtech Flight Technicians.

## FCC Note: USA only.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- 1) This device may not cause harmful interference. 2) This device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: - Reorient or relocate the receiving antenna - Increase the separation between the equipment and receiver - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected - Consult the dealer or an experienced radio/TV technician for help.



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