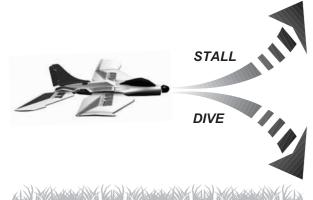
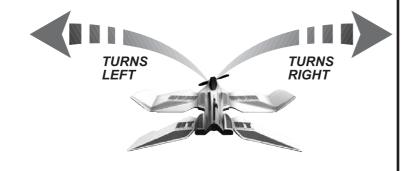
FLYING YOUR PLANE

The low torque tail and low velocity wing set glide very well, allowing you to thermal the model. You can look for rising pockets of warm air (thermals) and extend your flight time dramatically. You will know when you are in a thermal, because the airplane will gain altitude quickly, sometimes even with the motor off. Just don't fly too high! Normal play time is up to 5 minutes.









For stalls bend shaded area on rear wings down until plane flys level and



For dives bend shaded area on rear wings up until plane flys level and

KINAMANA (AD) ANGARAN (AD) ANGARAN (A) **GROUND**



If your plane tends to turn left during flight , bend shaded section of forward left wing (trailing edge) down.



If your plane tends to right left during flight , bend shaded section of forward right wing (trailing edge) down.

NOTE: IT MAY TAKE SEVERAL ATTEMPTS TO CORRECTLY ADJUST THE TRIM OF THE PLANE. YOUR AERO INTERCHANGER'S WINGS ARE MADE OF BENDABLE FOAM. USING THE GUIDE ABOVE YOU CAN PROPERLY TRIM YOUR AERO INTERCHANGER FOR ANY FLIGHT CONDITION.

R/C INFORMATION

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, and (2) This device must accept any interference received, including interference that may cause undesired operation.

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 equipment 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 and 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 experienced radio/TV technician for help

WARNING: Do not cut or shorten the length of the transmitter antenna or receiver antenna wire on the back of the plane. Doing so greatly reduces the operational

WARNING: Refer to label on back of transmitter for operating frequency. Do not fly or operate more than one R/C plane or vehicle on the same frequency at a time. Operational interference may occur.

WARNING: Changes or modifications of any kind to the transmitter not expressly approved by Eclipse Toys will void the user's authority to operate the transmitter.

WARNING: Transmitter frequency can only be changed and the associated electronic circuitry tuned by Eclipse Toys Changing frequency by the consumer will void the warranty and is a violation of F.C.C. regulations.

SAFETY TIPS

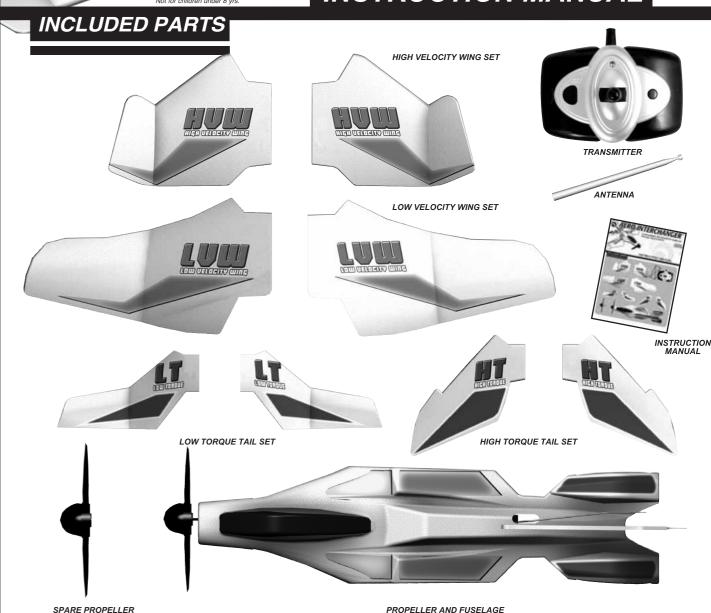
PROPELLER SAFETY:

- Keep your face, fingers, clothing and other objects away from the propellers at all times.
- Keep spectators behind and away from plane at all times.
- Before each flight, make certain propellers are securely attached
- to your plane

- · After each flight, inspect the propeller for nicks and breaks.
- · Discard and replace nicked, chipped, cracked or broken propeller
- Use only the propeller supplied with the plane.
- Do not alter, modify or customize the propeller.

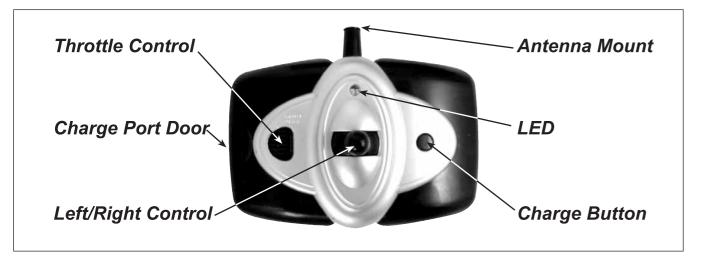
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PROPELLER AND FUSELAGE

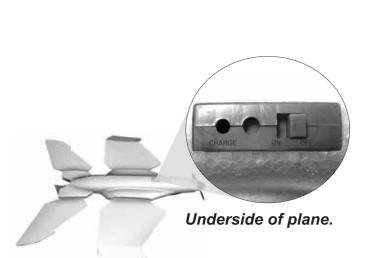
IMPORTANT! Model will only charge if the power switch is in the OFF position



There is no ON switch for the transmitter, it is only ON when the control stick or Throttle button is activated. The LED will turn red any time the transmitter is ON. Otherwise, the transmitter will automatically turn itself OFF.

Plugging in the built-in charger and pressing the CHARGE button will start the charge sequence, which will take approximately 15 minutes to completely charge the battery. The LED will turn green during this time. Remove the charging door to reveal the charging port on the transmitter. Align the charging contact on the bottom of your Al directly onto charging port. Press the charge button to start charging. During charging, the LED will be green and will blink when the charging operation is complete. Green LED will stop blinking during operating (Not charging). When the throttle and steering sticks are used the LED will turn red.

Transmitter requires 6 alkaline, 1.5V AA cells. Pay attention to the polarity of the batteries during installation, using the diagram inside the transmitter as a guide.

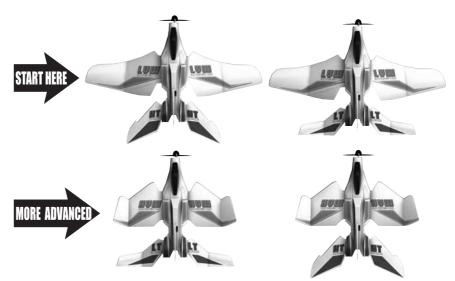


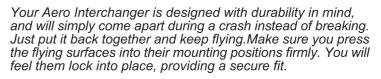


IMPORTANT! Never mix battery types, and never mix new and used batteries.

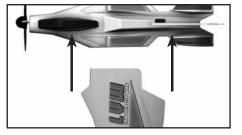
CONFIGURING YOUR PLANE

There are four possible model configurations. We suggest starting with the low velocity wing and low torque tail set, as this creates a slow model that doesn't turn too tightly. As your piloting skills advance, the high velocity wing and high torque tail set will thrill you with their speed and maneuverability.







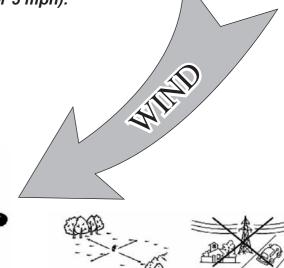


FLYING YOUR PLANE

You should choose a flying site that is free from obstructions and power lines, preferably a large field with tall grass. Do not fly over pavement or other hard surfaces. You should only fly on days with low winds (under 5 mph).







Always launch your model into the wind with the power ON, throttle button pressed and the control stick centered. Give the model a firm throw, pointing it slightly above the horizon. Make sure the wings are level. Make sure the flight battery is fully charged and the transmitter batteries are in good condition. Keep the model close to you (within 100m). Remember, left and right are reversed when the model is flying towards you!