airtech 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

Warranty
Interactive Toy Concepts guarantees your R/C plane 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 and charger 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 "AA)" 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 250mA.
7) If the flight battery is not completely discharged before recharging, the charge-time 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. Click on 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 FC 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.
Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
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 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 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 needed.
- Consult the dealer or an experienced radio/TV technician for help.

Coming Soon!

Are You Ready for This!
Interactive Toy Concepts is launching a new R/C plane that will rule the skies!
Based on the dual drive system that powers the Steath Group, this revolutionary design is cutting edge with an intense graphic package!
Look for The Hornet at stores near you!

Visit our website: www.interactivetoy.com to see the complete line of Airtech R/C planes and indoor R/C Blimps!

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 website: www.interactivetoy.com
or E-mail us at info@interactivetoy.com

INTER ACTIVE TOY

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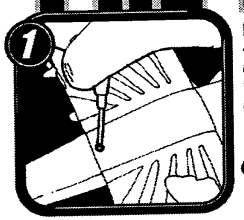
airtech

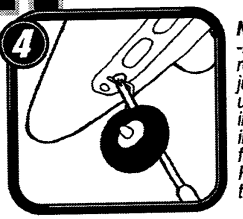
Congratulations on the purchase of your Airtech R/C! Aircraft. These planes are designed to fly great and be easy to a "learn how to fly". But remember, these are aircraft, so you must spend a bit of time reading through this manual so you can learn what to do, and what not to do.
Look for these Tip! symbols for extra help!

INSTRUCTION MANUAL

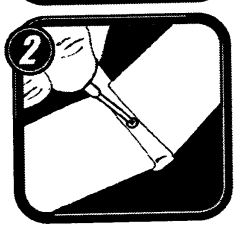
PRE-FLIGHT Assembling the EZ-Air



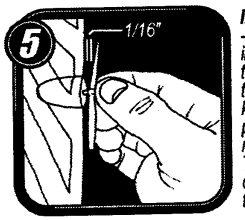
Wing.
-Center the wing on the body and insert the front-mounted wing-pin into the socket in the body of the plane.
Then, fasten the screw at the rear of the wing.
Tip! Make sure not to over-tighten the screw as it may break the wing.



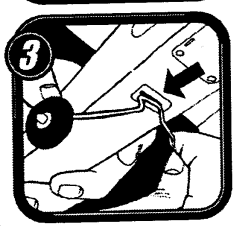
Nose Gear.
-Install the nose gear by removing the screw located just behind the slot in the underside of the nose, then insert the nose gear wire into the slot. Note that it will fit in one direction only. Replace the screw to hold the nose gear in place.



V-Tail.
-Fit the pin extending from the front end of the V-tail into the socket in the fuselage. Then, tighten the screw to hold the V-tail in place.



Installing the Propellers.
-If the propellers are not already installed on the motors, locate them and press-fit them onto the motors. Be sure to leave at least 1/16" gap between the propeller and the rear of the motor covers to prevent binding. The props should not come in contact with any part of the aircraft.



Main Landing Gear.
-Install the main landing gear by fitting the wire into the slot in the belly of the plane. Ensure that the wheels are angled backwards -not forwards.
Tip! It may be necessary to squeeze the wires of each wheel together to aid in the fitting of the gear.

Tip!
Removing the Propellers.
-If the propellers should need to be replaced in the future, use a large blade or "slot" screwdriver and carefully pry the propellers off the motor's shaft.

Continued next page...

Kit Includes: R/C plane, 3 Point Landing Gear, Radio-Control-Quick-Charger System, Repair Kit and Instructions.

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 website: www.interactivetoy.com
or E-mail us at info@interactivetoy.com

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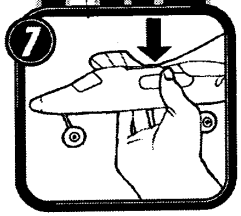
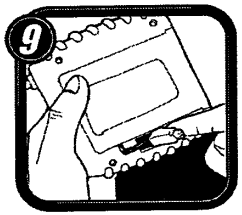
PRE-FLIGHT continued



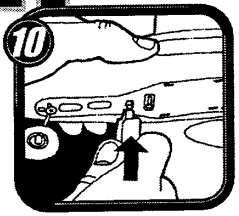
Balancing.
-With the battery installed, balance the plane on your fingertips about 4 ¾" back from the nose. The plane should remain in a level or slightly nose-down attitude. If the nose falls or rises too much, you can place a small bit of putty on the tail or nose to correct this tendency.

Prepare the EZ-Air Transmitter/ Charger.
1) Remove the battery cover located on the rear of the transmitter.
2) Install 8 AA alkaline batteries, ensuring that the polarities are correct.
3) Reinstall the battery cover.
4) Insert the antenna into the top of the transmitter and thread it into place. Do not overtighten.
5) Turn the transmitter on and make sure that the red power LED lights up.

TIP! After each flight, allow the battery to cool for a few minutes before recharging it. Failure to do so will lead to excess heat buildup and may damage the battery.

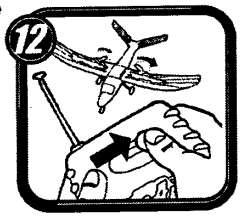


Charge the Onboard Battery
1) Turn both the charger and the plane 'off'.
2) Connect the charger plug (located on the back of the transmitter) to the charge jack of the plane - don't force it.
3) Move the transmitter's on/off/charge switch to 'charge'.



Charge the Onboard Battery (continued)
4) Press the 'Thrust' button on the face of the transmitter - as long as you hold it down the plane will charge and the green LED will be lit.
5) Charge the EZ-Air for 3 to 6 minutes. NEVER for more than six minutes!
6) Turn the charger off and disconnect the charge plug from the aircraft.

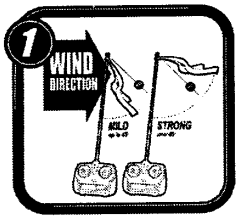
Radio Range-Check.
-Turn on the transmitter but leave the antenna down, then switch on the plane. Have a friend hold the plane, walk about 20ft. away and with the antenna down, make sure that the plane's motors respond to control inputs from the transmitter.



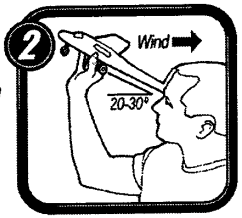
Motor Check
While an assistant holds the aircraft, test the following:
Press the red 'thrust' button
- both motors should run.
Release the red 'thrust' button
- both motors should stop.
Move the stick to the right
- the left motor should run faster.
Move the stick to the left
- the right motor should run faster.

LAUNCH

•Be sure to assemble 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.



Flight Conditions.
-Windspeed 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.



Launch.
-Hold the controller in your left hand and the plane in your right hand.
-Face the plane into the wind.
-Push the thrust button down 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.

Continued next page...

LAUNCH continued

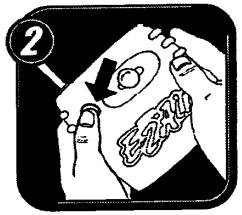
Launch (continued)
-Keep the throttle on until you reach a safe altitude of about 40ft.
-If plane veers, or drops to the ground, release the thrust button immediately and check to make sure the motors are working correctly.

Ground Take-Off.
Select a very smooth surface at least a hundred feet in length. Place the plane on the ground, pointing into the wind, while standing behind it. Press and hold the throttle button on the transmitter so that both motors are turning. The plane will start to roll and pickup speed. Steer it in a straight line by giving it quick 'blips' of the control stick to keep it going straight. Once the plane takes off, keep full power on, allowing the airplane to climb at an angle of 20 to 30 degrees. Don't turn below 40 feet and try to fly over grass once you take off.

CONTROL IN FLIGHT

Left or Right Turn while the plane is flying away from you.
- Pulse the control stick in the direction of the desired turn. Do not hold the stick without pulsing or the plane will turn too sharply and stall.

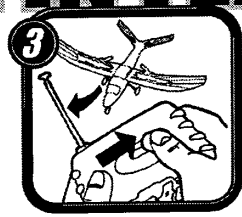
TIP! The "pulsing" of the controls is the key to great flying! Practice this tip the most!



Climb
- Press the red 'throttle' button
- the plane will start to climb.

Glide / Descend
- Release the red 'throttle' button
- the plane will glide at a gentle angle.

Flying
-Keep the plane in front of you, don't let it pass overhead - this is very disorienting.
- Learn to fly oval circuits while trying to maintain a level altitude.



Control Reversal.
while plane is flying towards you
-When the model is coming towards you it appears to turn in the "wrong" direction. But if you imagine yourself in the pilot's 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.

Landing
- Turn the plane into the wind and aim it at the soft, grassy landing area.
- Allow the plane to gently descend by pulsing the power button 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 having to turn the plane when it is within 10 feet off 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 touchdown at a flat angle.

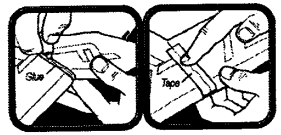
CAUTION: When landing the plane be sure to land up-wind (into the wind) and aim for a soft, flat, grassy area!

REPAIR

Repair Kit.
(included with some versions only)
- Contains clear repair tape, glue, spare props

TIP! Make sure to take your repair kit with you when going flying.

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 a 1/16" gap between the prop and the airframe.



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 modest cost. Please see our website under the **Customer Service Tab.**

TIP! Never use Krazy-Glue® on your plane. It will melt the foam. Use epoxy or white glue.

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