

Congratulations on the purchase of your state-of-the-art, indoor helicopter. The Bladerunner™ uses the latest in electronic and battery technology to give you a flight experience you won't forget. Though your Bladerunner™ is designed to be easy to fly and extremely stable, it is an aircraft and as such you need to spend a bit of time reading this manual to learn to operate it properly and safely.

INSTRUCTION MANUAL

BLADERUNNER



PRE-FLIGHT

Look for these symbols for extra help!



Main Rotors (Dual)



Tail Rotor



On/Off Switch

You can find the "ON/OFF" switch on the underbelly of the helicopter



Charge Jack

You can find the "CHARGE JACK" next to the "ON/OFF" switch.



Remote features ON/OFF switch, two sticks (Left stick: Up/Down and Right stick: Fwd/Rev, Left/Right) and trimmer control.

Unpacking

Your helicopter is fastened securely in place to prevent shipping damage. The Bladerunner™ is a delicate device and you must be very careful when removing it from the packaging to prevent any damage.

Assembly

Insert the antenna into the top of the transmitter and gently screw it in place. Do not overtighten. The helicopter itself comes fully assembled.

Charging

Note that the transmitter contains an integrated charger.

Make sure that both the transmitter and heli are switched 'OFF'.

Remove the battery cover on the back of the transmitter by sliding it downward. Load a fresh 9V alkaline battery into the transmitter making sure that the polarities are correct then close the battery cover.

Locate the AC adapter and plug it into the side of the transmitter, then plug the AC adapter into an AC wall outlet.

If the transmitter does not come with an attached helicopter charge cable, plug the included charge cable into the side of the transmitter, then gently plug the charge cable into the micro jack located on the underside of the heli. Note that the connectors will only 'connect' in one orientation. Do not force them together; they should connect smoothly with minimal force required.

As soon as you plug the helicopter into the charger the face-mounted LED will light up and start flashing, indicating that charging is taking place. Please note that if the helicopter's battery pack is fully charged and you attempt to recharge it - the LED will not flash and no charging will take place.

A full charge takes about 20 minutes. When the LED glows solid, without flashing, the charge is complete. Disconnect the charge cable from the helicopter.

Always keep the helicopter ON/OFF switch to "OFF" when you are not flying. To leave it at "ON" may destroy the battery. Never discharge the battery completely.

Caution: Always unplug the heli when the charge is complete.

Kit Includes: R/C Helicopter, Radio-Control, Quick-Charger System, and Instructions.

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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

FLIGHT

Tip! SAFETY

- Do not fly your helicopter near people or pets.
- Stay clear of furniture and other obstructions.

- If you lose control of the helicopter, reduce the throttle and allow it to land.
- Do not attempt to open the body of the helicopter or modify the design, doing so may damage the aircraft and may be hazardous.
- Do not attempt to replace or overcharge the internal battery.
- To prevent battery damage, use only the supplied battery charger.

Flying Area/Location

This helicopter is meant to be flown inside only. The BladeRunner™ is very lightweight and so is very sensitive to air currents. You must be very careful to fly only in calm air - keep away from fans, air vents or any other sources of moving air. Also, fly only in areas that are free of furniture to avoid flying into household objects.



1 Extend the antenna then switch the transmitter 'On' (the LED should light). Next, switch the helicopter 'On' (by moving the belly-mounted on/off switch to the 'On' position - towards the tail).



2 Place the helicopter on the ground with the tail pointing towards you and the nose facing away from you.

Tip!

It's always good practice to begin flights with the helicopter facing away from you as it is a natural orientation which will make it easier for you to steer.



3 Reset the throttle by moving the throttle stick down, then smoothly move the throttle stick up - the main rotors will start spinning. The farther forward you move the stick, the faster the mains will spin. As you advance the throttle past halfway, the heli will lift off.



4 To gain altitude advance the throttle stick forward, to descend, slowly move the stick backward.



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INTER
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TOY

FLIGHT

continued

Tip!

Do not fly helicopter too close to walls or other objects.

Use caution and fly with adult supervision.



5 To turn the nose to the left (while the heli is facing away from you) move the right-hand stick to the left.



6 To make the heli fly forward or backward, move the right-hand stick forward or backward respectively.

NOTE: To turn the nose to the right (while the heli is facing away from you) move the right-hand stick to the right.



7 To cause the heli to descend, slowly move the throttle stick backwards.

TRIMMING THE HELICOPTER



8 Notice that there is a trim tab located below the right-hand control stick. This is used to trim the heli so that it hovers without any unwanted turning tendencies. If the nose tends to turn to the right move the trim tab to the left (and vice versa).

After flying (and before charging) switch the helicopter 'OFF'.

Note: You cannot recharge the heli while it is switched 'ON'.

CONTROL REVERSAL

This tends to cause problems for beginning R/C pilots. You will find that when the nose of the heli is pointed away from you, the heli responds normally to the right-hand stick. i.e. move the stick forward, backward, left or right and the heli follows. However, when the nose of the heli is pointed TOWARDS you, all these controls seem to be reversed. Move the stick to the right and the heli rotates left. This is easy to understand if you imagine yourself in the cockpit of the heli. It is still responding correctly - the problem is that it is oriented backwards in relation to you - the ground-based R/C pilot. Until you get used to this phenomenon it might help for you to partially turn your back to the heli when it is facing you and look over your shoulder.

Flying Tips

- You can expect flight times of 5 minutes.
- Do not let the heli get closer than 2 feet to walls or ceilings. You will find that the helicopter tends to get 'sucked' towards large flat surfaces if you fly too close to them.
- When taking off, do not move the throttle stick too slowly. Takeoff is a critical time for helicopters and if you allow the heli to sit for too long with the main rotors spinning, it will likely tip over. Try to get it in the air smoothly and fairly quickly. Note that this does not mean that you should jam the throttle stick to full power. Be smooth with power application.
- To avoid unwanted oscillation, avoid sudden control stick movements - always make your control inputs smooth.
- When landing, give the heli a burst of power just before touchdown to slow its descent rate and land it smoothly.
- As the heli touches the ground shut off the throttle immediately to prevent it from bouncing around on the ground and tipping over.
- Until you get used to 'control reversal' (see left), try to keep the heli oriented so that the nose is pointed away from you. If you do so, the heli will turn and move in the same direction that you move the right-hand stick. Note that this is the reason for always taking off with the heli pointing away from you.
- Your helicopter has a range of up to 100 feet. Be aware though, that the presence of electrical wires in walls, lights and other sources of electrical interference may reduce this range.
- During your first few flights, try to keep the BladeRunner™ close to the ground so that you can safely chop the throttle and land it quickly (and without damage) if you become disoriented.



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INFORMATION

REPAIR

If you happen to damage a rotor blade, you may be able to use a piece of transparent tape to repair it. If you damage a component irreparably, contact us - we can supply replacements for most common parts at a reasonable price.

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 helicopter 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 helicopter. Thus, your helicopter and charger may vary slightly from that depicted in the preceding photographs.

Battery Recycling & Disposal.

It may be illegal to dispose of the LiPo 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) Never recharge a hot battery. Always allow it to cool before charging.
- 5) Never use an after-market charger, to do so will destroy the battery.
- 6) If the battery is fully discharged the charge time may be longer than the normal 20 minutes.
- 7) Rechargeable batteries are only to be charged under adult supervision.

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.

FEEDBACK

Share your flying tips, experiences and photos with us, we'll put them on our website for use by other helicopter pilots. Email us at info@interactivetoy.com.



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