

# GX-S18<sup>TM</sup> STUNT KING

ENGLISH 1  
EI-1339(Eng)  
Instruction Manual

Age Grade : 15 & up

**WARNING:**  
CHOKING HAZARD - Small parts.  
Not for Children under 3 years.

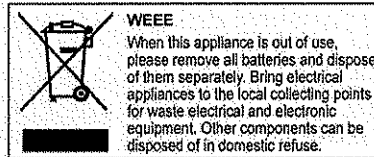
"This product is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC."



Do not touch the running propeller!  
Do not play above someone's head!  
Adult supervision is required!

## Key Features

- Symmetrical airfoil
- Dual mini servos
- Durable EPP material
- 3 channels FM transmitter



## Safety Precautions:

- 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.
- Keep hands, hair and loose clothing away from the propeller when power switch is turned ON.
  - Turn off transmitter and plane when not in use.
  - Remove battery from transmitter when not in use.
  - Parental guidance is recommended for the flight.
  - New and alkaline batteries are recommended for use in transmitter to obtain best and maximum performance.
  - You are advised to replace with new batteries as soon as the function becomes impaired.
  - Users should keep and retain this information for future reference.
  - Users should keep strict accordance with the instruction manual while operation the product.

## FCC STATEMENT

- 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.
- 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 connected.
  - Consult the dealer or an experienced radio/TV technician for help.

## Battery Cautions:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable battery are only to be charged by an adult.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not recharge the battery if it's hot. Allow it to cool before recharging.
- Do not charge the battery that shows leakage or corrosion.
- Do not disassemble the battery.
- Do not dispose of the batteries in fire.

## Care and Maintenance:

- Always remove batteries from the toy when it is not being used for a long period of time.
- Wipe the toy gently with a clean damp cloth.
- Keep the toy away from direct sunlight and/or direct heat.
- Do not submerge the toy into water that can damage the electronic assemblies.

## Note:

- Parental guidance is recommended when installing or replacing batteries.
- Under the environment with electrostatic discharge, the sample may malfunction and require user to reset the sample.

## Special Note to Adults:

- Regularly examine for damage to the plug, enclosure and other parts. In the event of any damage, the toy must not be used with the charger until the damage has been repaired.
- This toy is not intended for children under 3 years old.
- This toy must only be used with the recommended charger
- Do not try to charge other batteries with Charger.

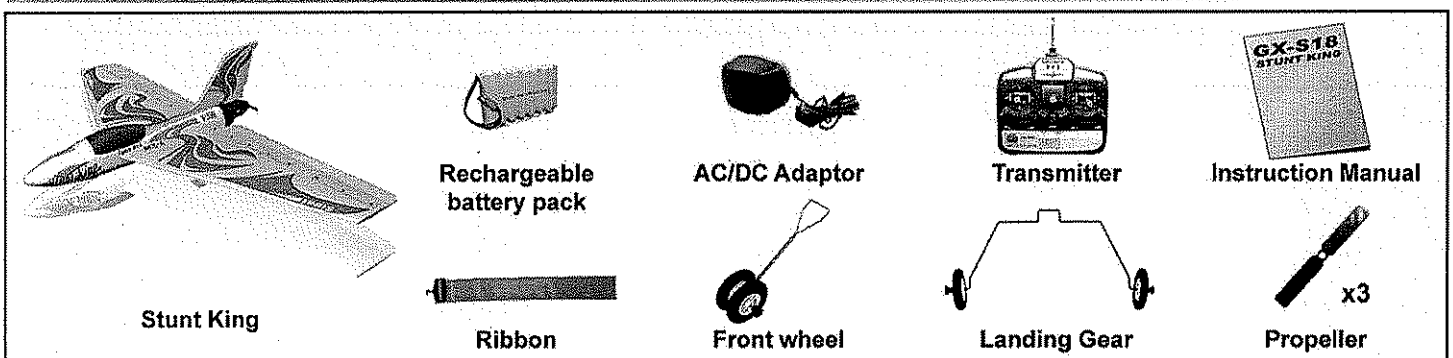
## Battery requirement for the plane:

- Power Supply :
- Rating : DC 9,6 V, 96 W
- Batteries : 1 x 9,6 V Ni-HM Rechargeable Battery Pack
- Requires 1 x 9,6 V Ni-HM Rechargeable Battery Pack (included)

## Battery requirement for transmitter:

- Power Supply :
- Rating : DC 12 V, 1,5 W
- Batteries : 8 x 1,5 V "AA" size batteries
- Requires 8 x 1,5 V "AA" size batteries (not included)

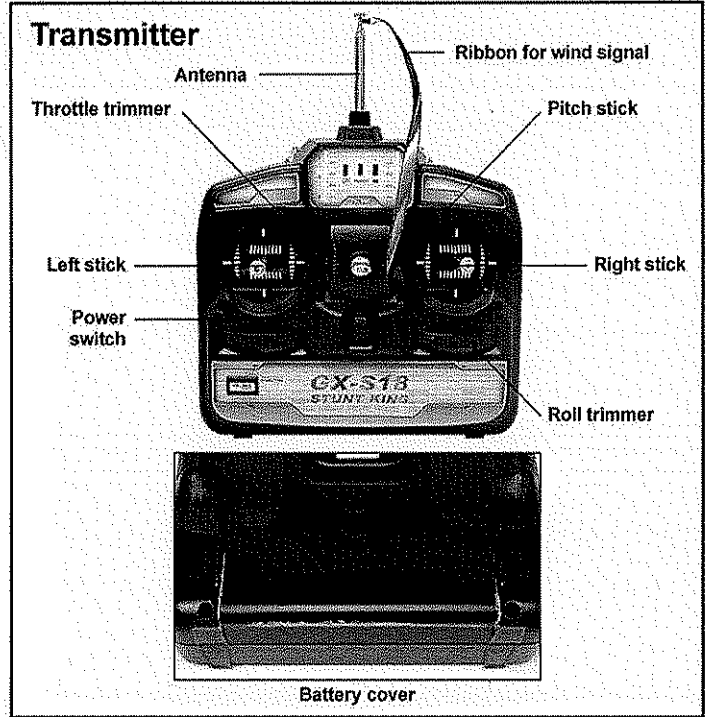
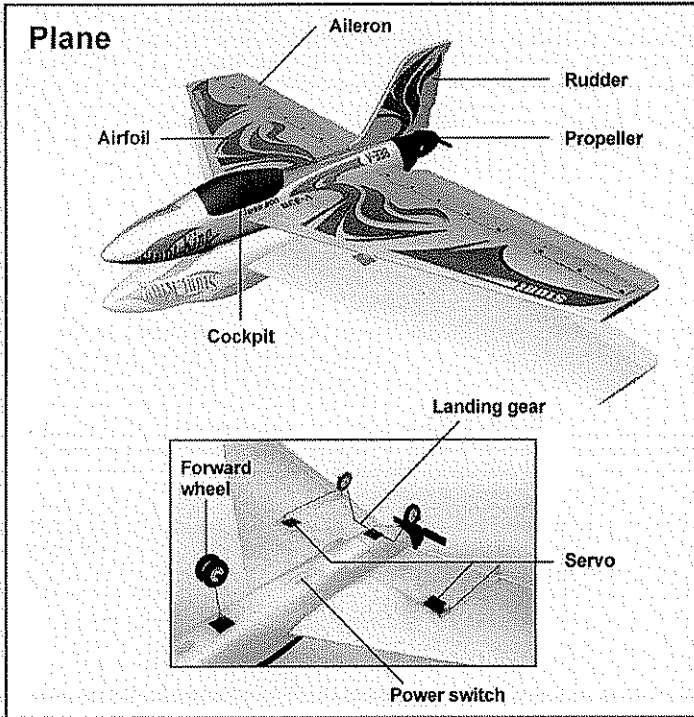
## Pack list



**Silverlit**<sup>®</sup>

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# Parts Index



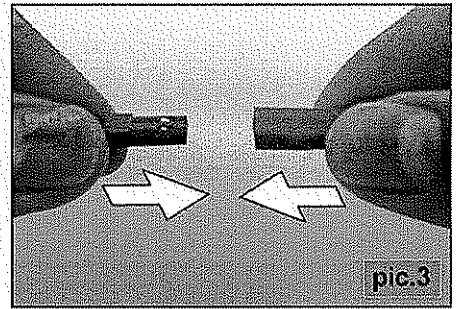
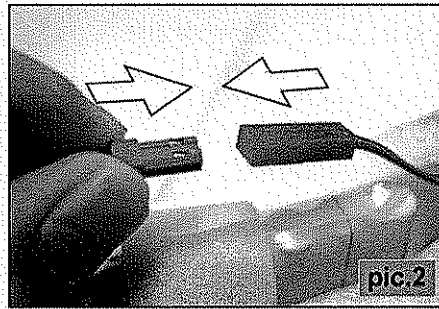
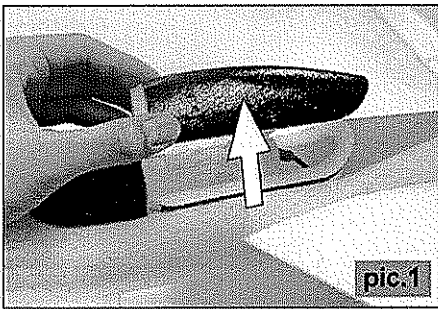
## Flying Preparation

### Battery Installation - Plane

- Make sure the Plane power switch to "OFF" before connecting the battery pack.
1. Take off the cockpit of the plane (pic.1), then install the battery pack in the plane.
  2. Connect the battery pack. (pic.2)
  3. Hold the battery pack with Velcro. Close the cockpit.

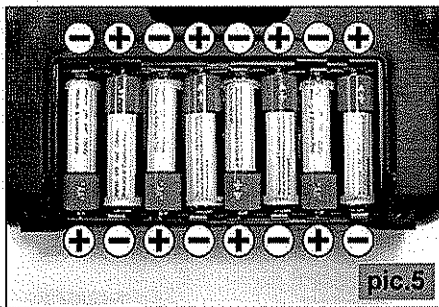
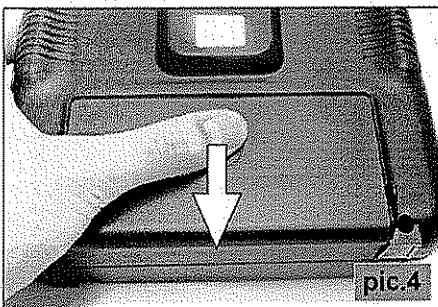
### Battery Charging

Connect the AC/DC Adaptor to the battery pack, and insert AC/DC Adaptor in the main power source. (pic.3)  
 It takes 3 hours to fully charge the battery and a fully charged battery pack serves 10 min. flight.



### Battery Installation - Transmitter

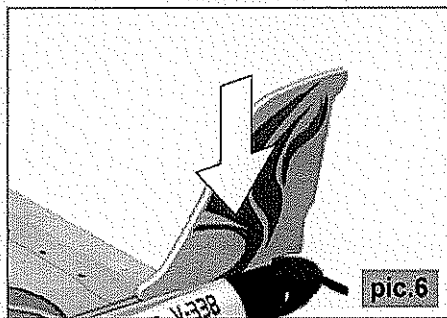
- Make sure the power switch to "OFF" position.
1. Pull back the battery cover of the transmitter. (pic.4)
  2. Install 8 x 1.5 V AA size batteries. (pic.5)
  3. Close the battery door.



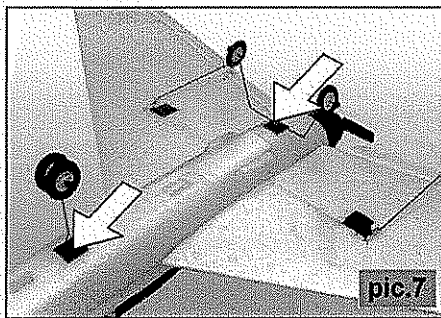
## Flying your plane

### Basic Idea:

1. Assemble the rudder in the tail of the plane. (pic.6)
2. Assemble the landing gear and front wheel on the chassis of the plane. (pic.7)



pic.6



pic.7

3. Set the ON/OFF switch on PLANE to ON. **BE SURE THE TRANSMITTER IS "OFF"** before turn on the switch on the PLANE.
4. Screw in the antenna on the transmitter.
5. Set the transmitter to **MINIMUM** throttle, then set it to ON.
6. Push the throttle down to land.
7. Push the left control stick up, the plane will rise, push the left control stick down, the plane will go down landing.
8. Move the right control stick down or up to control the aileron up or down.
9. Push the right control stick left or right to control the plane go left or right or roll.

## Take off on the ground

1. Set the plane on a playground with a lane not less than 30 meters.
2. Face its nose to the wind. Push the throttle to top, drive the propeller to the maximum power, When your plane rise up to about 6 meters, you can stroke down the Right Stick on the transmitter to take off.
3. You can fly your plane in different way through controlling left & right stick on the transmitter. (Refer to the **Table 1**)

## Take off by throwing

1. In case of a grassland and rugged land, you can fly your plane by throwing, but need a help hand.
2. One player operates the transmitter to drive the propeller in maximum power, another player should hold the plane under the wing and throw it in the way shown in the picture, then you can fly it in the way like "take off by throwing".
3. You can fly plane in different way through controlling left & right stick on the transmitter. (Refer to the **Table 1**)

Table 1

Transmitter		Action	Status of the Elevator
Left Stick	Right Stick		
		Take off and Go up	
		Go down and land	
		Go down	
		Go up	
		Go left or roll anti-clockwise	
		Go right or roll clockwise	

## Playground and weather selection

In a wide open space.

There is no water pool, high building, trees and high power wire in about 200m X 200m.

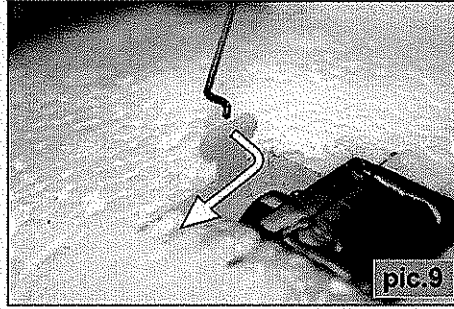
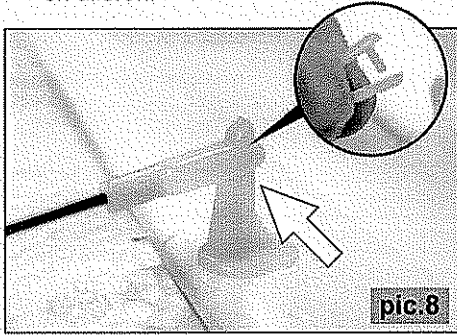
It's better in a sunny day, and in calm or slight breeze.

In order to have runway take off, please make sure the land is smooth and flat.

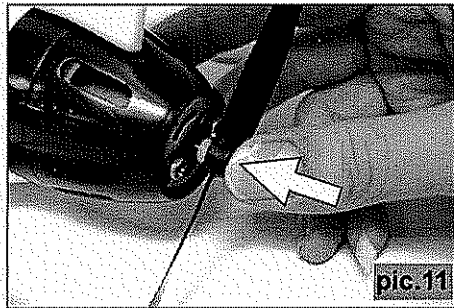
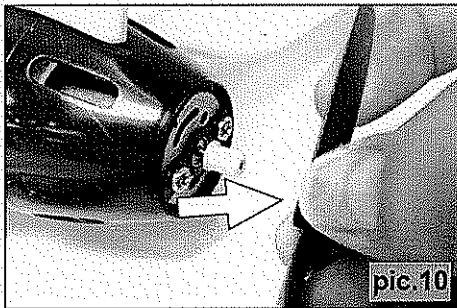


## Flying Tips

1. BE SURE THE TRANSMITTER IS IN "MINIMUM" throttle when turn on it.
2. You can tune the trimmer, i.e. the throttle, pitch and roll trimmer for better fly control.
3. If the propeller broke, you can replace it in this way (Be sure to assemble it firmly)
4. If the body or wing broke, you can repair it with some tape or glue.
5. You can fly the plane stably by trimming the servos.
6. You can adjust the length of the servos arm as below (Please see **pic.8** and **pic.9** on how to adjust the servos):
  - 6.1 Open the Clevis on the aileron, disconnect the servo arm rod.
  - 6.2 Drive the servo arm rod through different hole on servo arm or to close the Clevis on a different hole on the arm rod holder on aileron.



## Replacement of propellers



## Trouble Shooting

Symptom	Cause	Correction
Elevator can't move.	- ON/OFF switch is OFF. - Battery not install properly.	- Set switch to "ON" - Re-install the battery and make sure it is properly in compartment.
Propeller can't move.	- ON/OFF switch is OFF. - Weak battery.	- Set switch to on. - Re-charge the battery pack.
Plane turns around and descends after taking off.	- Rudder is not in neutral position.	- Assembles the rudder again.
Can't take off or drop down at flight.	- Weak power. - Fly at the wrong elevator angle or speed.	- Re-charge the battery pack. - Play for more kills.
Drop down at the climbing state or before take off.	- Weak power. - Larger upper angle of elevator. - Unbalance of the body.	- Re-charge the battery pack. - Release the elevator control to center. - Try to re-place the battery pack in another orientation.
Loss of control.	- Another radio control R/C device using the same frequency and channel is operated near your Plane. - Out of the control range of distance.	- Move to another place where without radio frequency interference from other R/C device. - Ensure the antenna is fully extended, the plane fly minimum distance of 200m in open space.