

SKYWOLF Instructions

To: Timlo - Gilbert.
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WHERE TO FLY: Make sure you fly in a large wide open area. And try to fly in an area free of grass, trees or power lines.

CHARGING THE RECHARGEABLE BATTERY

1. Install 10 'C' size batteries in the charger or connect a 15V (**CENTRAL POSITIVE**) output adapter to the side of the charger.
2. Connect rechargeable battery to the charger.
3. Turn charger to ON. A green light should flash.
4. When the rechargeable battery is fully charged, the green light should stop blinking (approximately 5-20 minutes).
5. Turn charger to OFF.
6. Detach rechargeable battery.

STEP 1 - ASSEMBLE WINGS AND ANTENNA

1. Insert wing into side of plane.
2. Insert 2 pegs into top of each wing.
3. Turn plane over and insert long rivets to firmly secure wing.
4. Attach antenna. Screw-in the antenna to the controller clockwise.
5. Fully extend antenna to about 3 feet long.

STEP 2 - CHECK PLANE

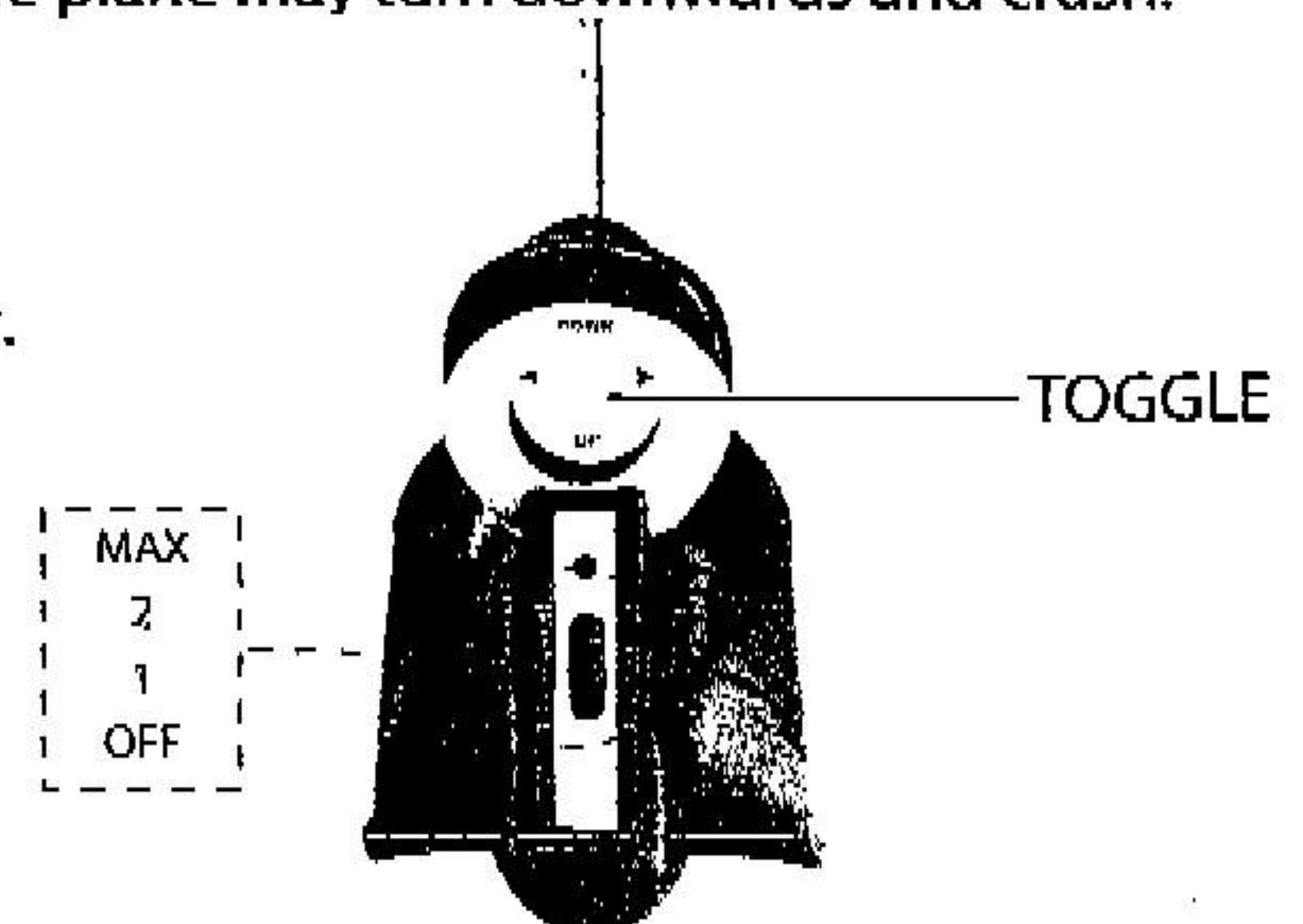
Before you begin to fly, check that the propeller and ailerons (tail flaps) are in good working condition.

1. Install rechargeable battery.
2. Turn on plane.
3. Test propeller by holding the plane and switching the power to MAX on the controller.
4. Test the ailerons by moving around the toggle on the controller (up, down, left, right).
5. Switch power to OFF for controller and plane.

STEP 3 - TAKING OFF FROM THE GROUND

To take off from the ground, you need to have AT LEAST 40 feet (12 meters) of clear flat surface (ie. driveway or road). Try not to fly in winds more than 10mph.

1. Turn on plane.
2. Place plane on the ground (by your feet) and **AGAINST THE WIND**.
3. On the controller, switch power to MAX and the plane should automatically take off by itself. **DO NOT TOUCH THE TOGGLE.**
4. When the plane is in the air and climbed in height, you can now start control the plane. Remember to **LIGHTLY push the toggle**. If you push the toggle for too long, the plane may turn downwards and crash.
 - * Push the toggle **UP** - makes the plane angle downwards.
 - * Push the toggle **DOWN** - make the plane angle upwards.
 - * Push the toggle to the **LEFT** - makes the plane bank left.
 - * Push the toggle to the **RIGHT** - makes the plane bank right.
5. When you are on MAX power, the plane should climb higher and higher. To save power and cruise at a certain height, move the power switch to position '2' on the controller.

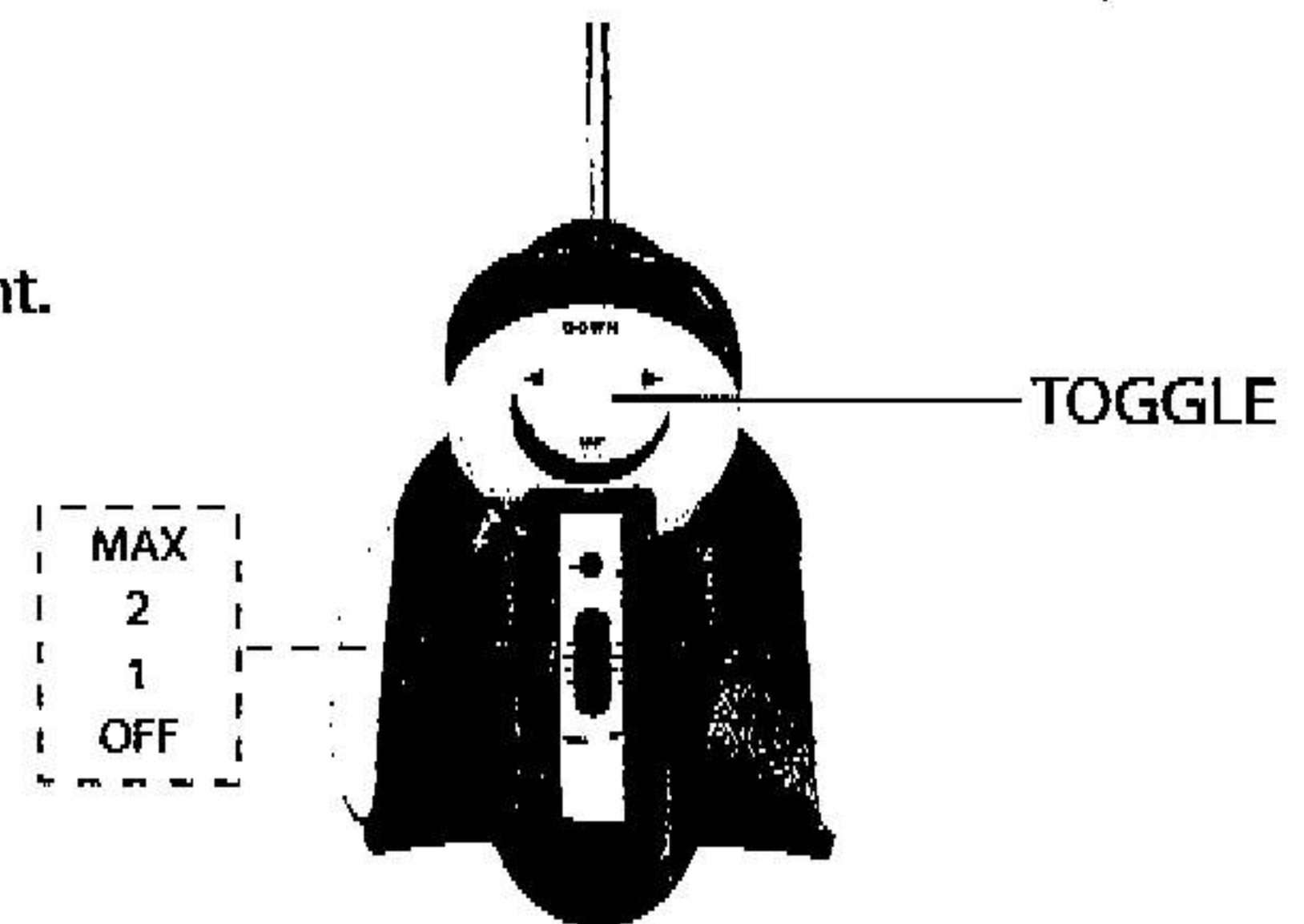


STEP 4 - HAND LAUNCHING THE PLANE

An alternative way of getting the plane into the air is hand launching it. (This method is good for areas where there is no clear, flat runway.)

1. Turn on plane.
2. Turn on controller.
3. Stand **AGAINST THE WIND**.
4. In one hand, hold the underside of the plane. In the other hand, hold the controller. (Make sure that your hand is away from the planes propellers.)
5. On the controller, switch the power to MAX. This should start the propellers.
6. Now gently throw the plane into the air. Remember to throw the plane **PARALLEL TO THE GROUND**, do not tilt the plane up or down wards as you release the plane.
7. When the plane has climbed several feet up in the air, then you can start controlling the plane. Remember to **LIGHTLY push the toggle**. If you push the toggle for too long, the plane may turn downwards and crash.

- * Push the toggle **UP** - makes the plane angle downwards.
- * Push the toggle **DOWN** - make the plane angle upwards.
- * Push the toggle to the **LEFT** - makes the plane bank left.
- * Push the toggle to the **RIGHT** - makes the plane bank right.

**STEP 5 - LANDING**

To land, you can cut the power to position '1' and allow the plane to gently glide down to the ground by itself. In position '1', you can use the toggle to glide **LEFT** or **RIGHT** only. Just before touching the ground, switch power to **OFF**.

Alternatively, you can make a power landing by reducing the power and angling the plane downwards.

1. On controller, reduce power to position '2'.
2. Push toggle **UP**, making the plane angle downwards.
3. When you are about 2 feet above the ground, switch power to **OFF**.

REPAIRS

If the wings or the plane becomes cracked or damaged, use clear tape to easily repair them.

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 one 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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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.

PLEASE DO NOT RETURN THIS PRODUCT TO A RETAIL STORE.
FOR QUESTIONS OR PROBLEMS WITH THIS PRODUCT
PLEASE CALL: 1-800-327-8264.

VISIT OUR WEBSITE: www.airsurfer.hasbro.com