

GENERAL WARNINGS

SAFETY WARNINGS

- Not recommended for children under 8 years of age. As with all electrical products, precautions should be observed during handling and use to reduce the risk of electrical shock.
- Adult supervision is required at all times.
- Never fly drones above or near people, sudden changes in wind or other conditions could lead to unexpected crashes.
- Always use caution when flying drone planes, obey relevant laws, respect the privacy and property rights of others.
- The drone shall never be modified or used for anything except its intended purpose.
- Before each use, an adult should review the product and battery to determine that no damage or hazards exist.
- DO NOT TOUCH SPINNING PROPELLERS.
- Do not allow anything to intentionally make contact in any way with spinning propellers or prevent contact with spinning blades by turning off remote prior to handling drone.
- Use caution and pay attention to your surroundings while operating drone.
- Do not fly drone into animals, people, or inanimate objects.
- Keep drone away from power lines, buildings, trees, public areas, and any other potentially hazardous areas.
- Do not operate in rain, heavy wind, or any type of severe weather.
- Do not land drone on wet surfaces.
- Never touch or allow others to touch drone while it is flying.
- Always turn drone off when it is not in use.
- Always fly drone in large open areas.

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.

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

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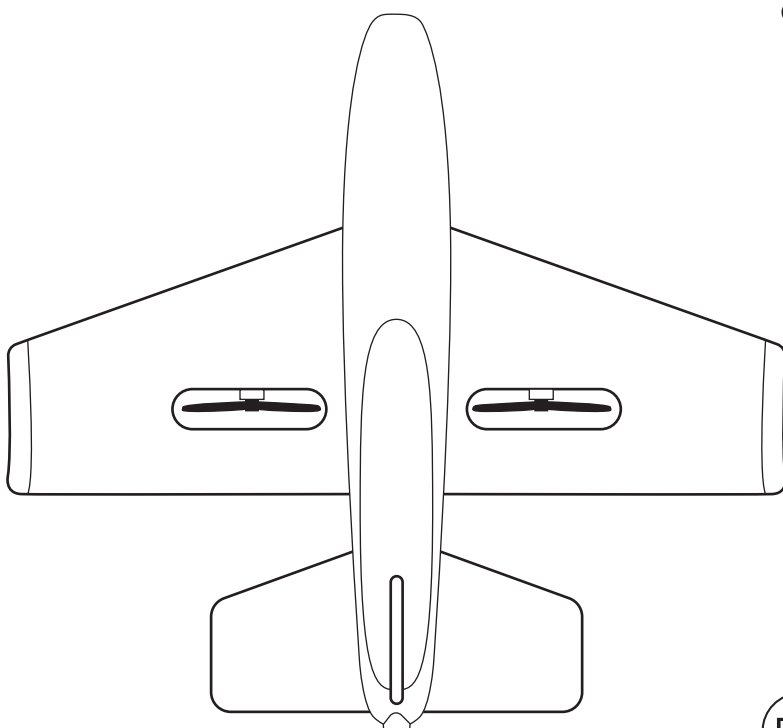
FOR CUSTOMER SUPPORT, PLEASE CALL 1-800-374-2744.

Model Number: 1015430

Printed in China.

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KEEP THIS INSTRUCTION MANUAL AS IT CONTAINS IMPORTANT INFORMATION FOR FUTURE REFERENCE.

Due to continuous product improvements, illustrations in the manual may differ slightly from the actual product.

AIRBOLT RACER

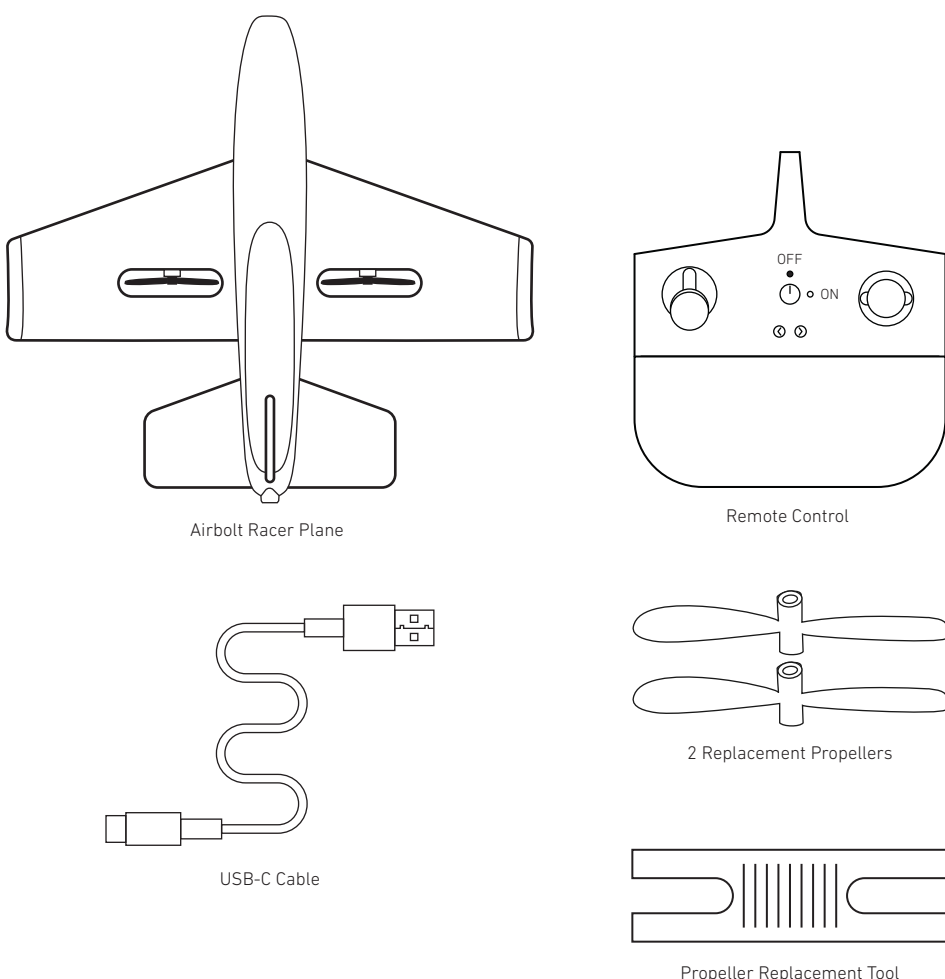
Cover INSIDE

INTRODUCTION

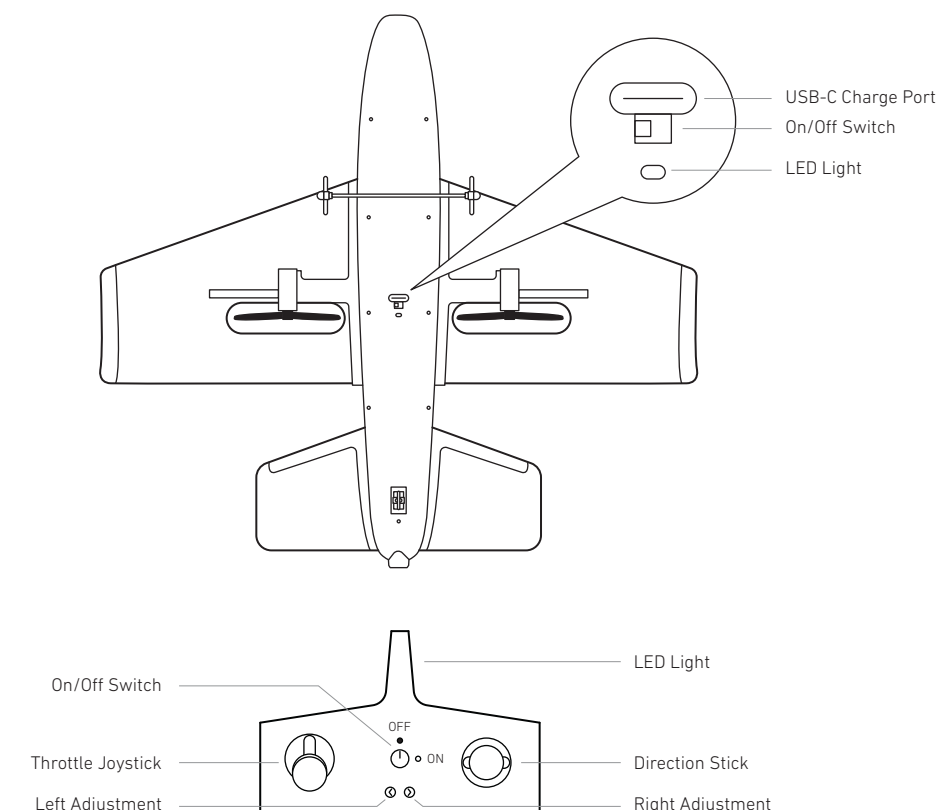
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OVERVIEW

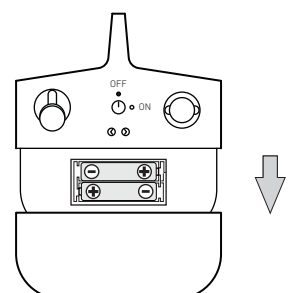


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BATTERY INSTALLATION

The plane includes a built-in rechargeable battery (included). The remote controller requires 2 AAA 1.5V batteries (not included).

Use a Phillips-head or cross screwdriver to loosen the screw securing the battery cover on the bottom of the remote. Insert the batteries, ensuring the correct polarity as per diagrams on the battery compartment. Replace battery cover and tighten the screws after installation.



BATTERY WARNING-LITHIUM-POLYMER:

- This product contains batteries that are non-replaceable.
- There is a risk of fire and personal injury if battery is punctured, damaged, or misused.
- Do not dismantle, crush, incinerate or short-circuit battery.
- Never expose battery to extreme temperatures or moisture.
- Keep away from flammable materials and direct sunlight.
- Only charge using the provided charger, cable, and/or adapters.
- Rechargeable battery is only to be charged by an adult.
- Adult supervision is required while charging the battery.
- Allow battery to cool to room temperature before charging.
- Charge on a non-flammable surface and keep away from flammable products.
- Discontinue charging if battery becomes hot, swells, smokes, or gives off a strong odor.
- Battery chargers used with the product are to be regularly examined for damage to the cord, plug, enclosure, and other parts. In the event of such damage, chargers must not be used until the damage has been repaired.
- Recycle or dispose of battery according to federal, state, and local laws.
- Keep these instructions for future reference.

BATTERY WARNINGS: ALKALINE

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Alkaline batteries are recommended. Use only the specified voltage.
- Insert batteries using the correct polarity. Always use, replace, and recharge (if applicable) batteries under adult supervision.
- Do not attempt to charge non-rechargeable batteries.
- Do not short-circuit the battery supply terminals.
- Do not dispose of batteries in fire: batteries may explode or leak.
- Remove batteries before storing.
- Recycle or dispose of batteries according to federal, state, and local laws.
- Keep these instructions for future reference.

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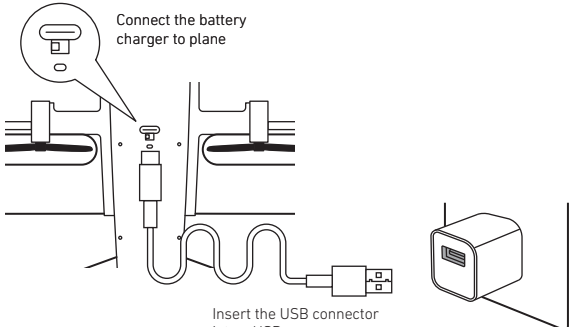
BATTERY CHARGING AND PROPELLERS REPLACING

BATTERY CHARGING

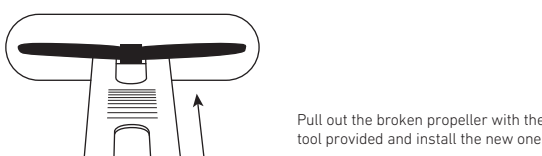
The Airbolt Racer uses an internal rechargeable battery that is not replaceable. If the battery no longer stays charged, dispose of it properly according to local disposal requirements.

**CAUTION:** If the rechargeable battery leaks fluid, dispose of the plane immediately. Do not allow fluid to come in contact with skin or eyes.

1. Make sure the power switch located on the bottom of the plane is turned to the off position.
2. Insert the USB-C cable into the port located on the bottom of the plane.  
**IMPORTANT:** Do not use excessive force when connecting the USB-C cable. If there is resistance, check alignment and try again.
3. Connect the other end of the USB-C cable into your charging power source. The green indicator light turns on while the plane is charging and turns off when the plane is fully charged.  
**Note:** The average charging time is approximately 40 - 50 minutes (via 5.0V/2A USB wall charger).
4. The LED indicator on plane will begin to flash when the battery needs to be recharged. The plane will run for up to 5 minutes on a full charge.



PROPELLERS REPLACING

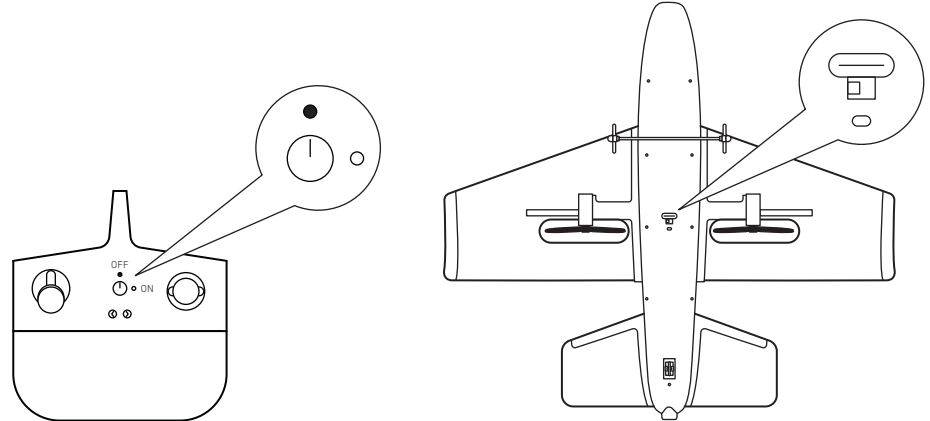


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PAIRING

Your Airbolt Racer utilizes an automatic 2.4GHz digital channel selection system that allows up to 10 individual pilots to race side by side in the same wireless range without interference.

FOR SOLO PILOTS



1. Before starting, make sure that the power switches for both the remote controller and plane are in the off position by rotating the power switch counterclockwise.
2. First turn on the remote controller by rotating the power switch clockwise. The white LED indicator will start flashing slowly indicating that the remote controller is ready for syncing.
3. Next turn on the plane and set it down on a flat surface. The red LED light on the bottom of the plane will be flashing slowly indicating that the plane has power and is ready for syncing.
4. To initiate syncing, push the throttle joystick up and then down. Both the remote controller and plane should stop flashing once successfully paired and ready for use.
5. If pairing is unsuccessful the remote controller and plane will go into sleep mode. Wait 60 seconds, then turn off both the remote controller and plane and repeat steps 1 - 4.
6. If the remote controller and plane have not been used for 5 or more minutes, both will turn off and need to be restarted.

FOR MULTIPLE PILOTS

1. Make sure to power off all planes and controllers.
2. One by one, each player should sync their plane and controller by following the steps listed in the Solo Pilots section.  
**IMPORTANT:** After syncing each plane, make sure to leave each vehicle on until all players have completed the syncing process.
3. If there are problems syncing, all pilots should turn off their controllers and planes and restart the process.

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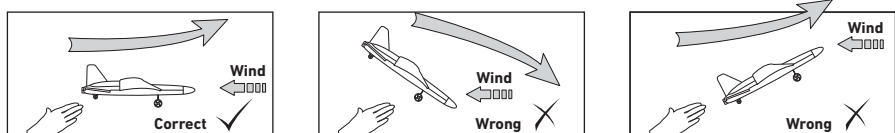
OPERATION

PREFLIGHT CHECKLIST

1. Give yourself plenty of flying room. For best results operate plane in a wide open area.
2. Avoid buildings, trees, and power lines as they may obstruct your flight path.
3. Do not fly the plane in the street. Watch out for people, animals, or obstacles.
4. Do not attempt to operate your plane in strong winds. Wind will make it difficult to fly safely. Remember that the wind may be stronger at higher altitudes than on ground level.

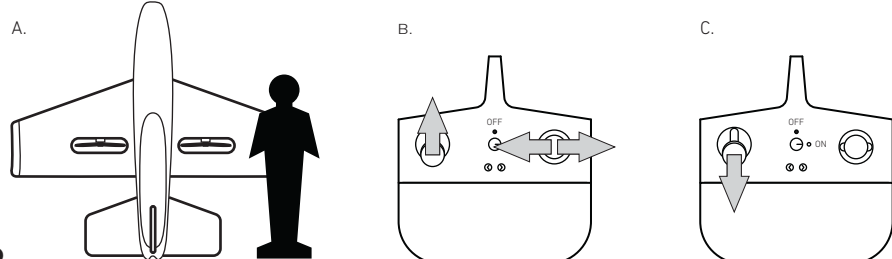
AIR-TO-AIR TAKEOFF (BEGINNER)

1. First, find the direction the wind is blowing. You want to launch the plane directly into oncoming wind.
2. Hold the plane level in one hand and the remote control in the other hand.
3. Push the throttle joystick halfway forward. Then, gently throw the plane straight and level into the oncoming wind and gradually push the throttle joystick forward the rest of the way.



LAND-TO-AIR TAKEOFF (ADVANCED)

1. Place the plane on the ground and stand behind it (Figure A).
2. Push forward on the throttle joystick completely forward until the plane begins to take flight. If the plane veers right or left during takeoff, push the steering joystick to the opposite direction to keep moving forward (Figure B).
3. Once you've reached your desired altitude (at least 5 m high), slowly pull back on the throttle joystick to level off (Figure C).

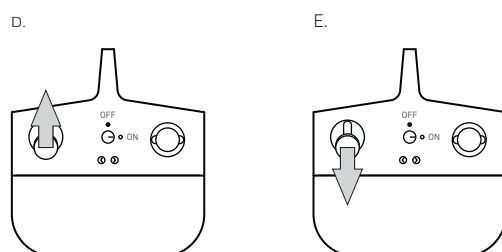


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OPERATION

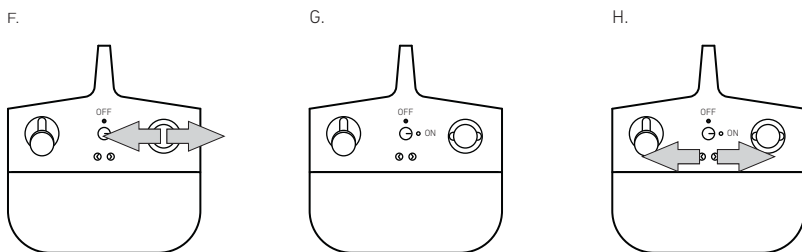
MAINTAINING FLIGHT

1. To increase altitude push the throttle joystick forward to the desired height (Figure D).  
**Note:** The maximum distance and altitude of the plane is 50m.
2. To decrease altitude, slowly pull back on throttle joystick (Figure E).



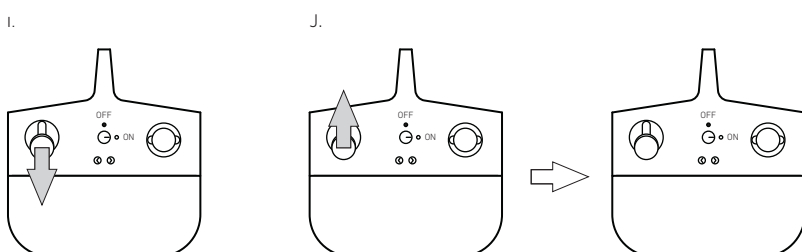
STEERING

1. Keep the throttle joystick still and slowly push the steering joystick left or right (Figure F).
2. Return the steering joystick to the center position once the plane is flying in the desired direction (Figure G).
3. If the steering joystick is centered and the plane is veering too far to the left or right directions, use the trim buttons as necessary to balance the plane (Figure H).



LANDING

1. Pull back on the throttle joystick and the plane will descend (Figure I).
2. Just before the plane touches the ground, push the throttle joystick forward gently then let go. This will level the plane off so it does not crash nose first into the ground (Figure J).



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