



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 charger's "C" 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).
- 11) Do not attempt to recharge non-rechargeable battery.
- 12) Exhausted batteries must be removed from the charger after used.
- 13) Do not mix to use old and new batteries. Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- 14) The supply terminal are not to be short-circuited.

Troubleshooting.

If you are experiencing any problems with your AirRage 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 AirRage Flight Technicians.

FCC Note: USA only.

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.
- 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.

Industry Canada Notice: Canada only.

This radiocommunication device complies with all the requirements of Industry Canada Standard RSS-310. 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.

Field Strength and measurement distance: 27.145MHz - 78 dB uV/m at 3 meter. 49.860MHz - 78.2 dB uV/m at 3 meter.

This device complies with the limits of standard RSS-310 issue 1.



Visit our website: www.interactivetoy.com to see the complete line of AirRage R/C planes, Helicopters, Snowmobiles, Hot Rods and indoor R/C Blimps!



PLEASE DO NOT RETURN THIS PRODUCT TO ANY RETAIL STORE!

In North America contact:
Interactive Toy Concepts Ltd.
1192 Martin Grove Road
Toronto, Ontario, Canada M9W 5M9
info@interactivetoy.com

Outside North America contact:

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Congratulations on the purchase of your AirRage R/C! These planes are designed to fly great and be easy to "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



FCC NOTE:

THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

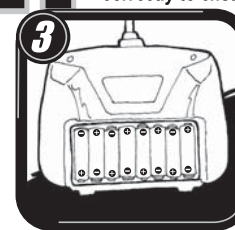
Follow these easy steps to get your plane ready to fly. Be sure to complete each step correctly to ensure correct plane operation.



Field Charger Preparation.

- Unscrew the two screws holding the rear cover to the charger body and slide cover off. Install 8 C alkaline batteries ensuring that the polarities are correct, according to the diagram inside the charger.

Tip! Make sure to use new alkaline batteries or fully charged rechargeable batteries for best plane operation.



Install Transmitter Batteries.

- Remove the rear cover of the transmitter and install 8 AA alkaline batteries making sure that the polarities are correct. - Switch to ON, and ensure that the LED light up.

Flight Battery Charging.

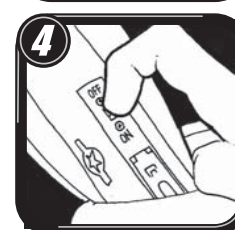
- Locate the green NiMH flight battery and plug it into the charger socket located on the top side of the charger. Note that the plug will only connect in one orientation.

1. Plug the plane's battery pack into the charge socket in the top of the charger.
2. Switch the charger "ON" by sliding the power-switch to the "ON" position. The power LED will illuminate, the charge LED will light and battery charging will begin.
3. Charge time is 20 minutes for a fully depleted battery pack. When the battery is fully charged, the "Charging" LED on the charger will turn off and charging will stop.



4. Turn the charger "Off".
5. Note that you can power the charger using AC current if you supply your own AC adapter and plug it into the coaxial input jack on the side of the charger. The adapter should rated with DC 12V, 1A output and central pin positive. The charger operation and charge time will remain unchanged.

Tip! Do not let the battery get too hot. Warm is okay - hot is not.

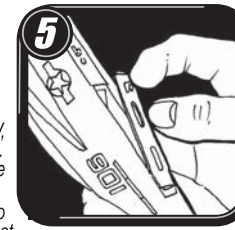


IMPORTANT!

Switch Plane Off!

- Push the power switch on the underside of the plane to the off position. - Always remember to shut your plane "OFF" whenever it is being charged, or not in use.

CAUTION: Never turn "ON" the plane when the transmitter is "OFF"!



Battery Installation.

- Push the 'catch' located on the underside of the plane, forward and lift up. This will release the battery cover. - Plug the battery into the plane and insert it into the compartment. Close the cover.

Kit Includes: R/C plane, Quick Charger, Radio Control System, NiMH Battery, Wind Ribbon, Spare Propeller and Instructions.



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PRE-FLIGHT continued



6 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 20 feet away and with the antenna down, make sure that the plane's motors respond to control inputs.



7 Function Check.
-While an assistant holds the aircraft, test the following: Move the left transmitter stick forward - the motor should run. Release the left transmitter stick - motor should stop. Move the right stick to the right - the rudder should deflect to the right side of the plane. Move the right stick to the left - the rudder should deflect to the left.

Tip! **IMPORTANT!** Never attempt the Motor Check and Radio Range-Check Pre Flight without the help of a friend or parent. Do not try these tests alone as the aircraft propeller could cause injury if it comes in contact with your fingers while running. Also the aircraft could actually take off causing damage to the plane's structure.

Tip! **IMPORTANT!** Whenever you pick up the aircraft, be sure to keep your fingers away from the control sticks of the transmitter to prevent the props from accidentally being turned on.

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.
-Wind speed 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.

Tip! **IMPORTANT!** When hand launching the plane be careful not to release the plane with the nose pointed downwards!
It must leave your hand at the recommended 20-30 degrees upwards angle to launch properly. Be sure not to hold onto the plane past these angles when releasing or the plane may crash and damage to the plane structure is possible.



Launch.
-Hold the controller in your left hand and the plane in your right hand.
-Turn so that you are facing into the wind.
-Push the left throttle stick forward 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 motor may stall. Use about the same force as you would throwing a dart at a dart board.
-Keep the throttle on until you reach a safe altitude of about 40ft.
-If plane veers, or drops to the ground, release the throttle immediately and check to make sure the motor is working correctly.

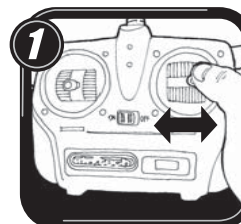
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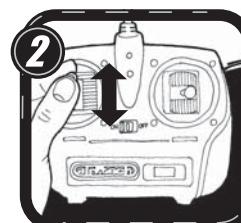
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CONTROL IN FLIGHT



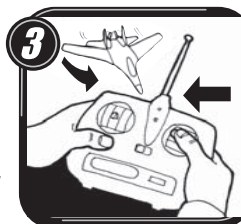
1 Left or Right Turn While the Plane is Flying Away from You.
-Pulse the right stick in the direction of the desired turn. Do not hold the stick without pulsing, or the plane will turn too sharply and stall.

Tip! The pulsing of the stick is the key to great control! Practice this tip the most!



2 Climb.
-Push the left stick forward all the way, the plane will start to climb.
Glide/Descend.
-Release the left stick, the plane will glide at a gentle angle.
Flying.
-Keep the plane in front of you. Don't let it pass overhead, since this is very disorienting.

Tip! If the plane tends to dive, try moving the battery pack back-wards within the battery compartment. If the plane noses up and stalls, try moving the battery forward in the battery compartment.



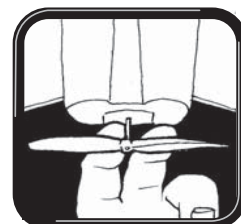
3 Control Reversal.
-When the plane is coming towards you it appears to turn in the "wrong" direction. But if you imagine yourself in the pilots seat, the model is in fact turning correctly. Try turning your back to the aircraft and looking over your shoulder, when it is coming towards you.

Landing.
-Turn the plane into the wind and aim it at the landing area.
-Allow the plane to gently descend by pulsing the power (left stick) 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 turning the plane when it is within 10ft. of 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 land 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!



Tip! **Rudder Adjustment**
You can adjust the rudder sensitivity. To make the plane turn more quickly, move the control horn closer to the rudder fin. For less abrupt control move the control horn further away.

REPAIR



Broken Props
-If you happen to break a propeller, remove it. Then press fit a replacement onto the shaft. Make sure to leave a 1/16" gap between the prop and the airframe.
-We include a spare propeller 'just-in-case', and we can also provide additional replacements at a modest cost. Please see our website under the consumer help tab.

Field Kit.
-Your AirRage plane comes with a replacement propeller as well as a wind indicator ribbon. Tie the ribbon to the antenna of the transmitter - it will show you where the wind is blowing from.
Broken Antenna.
-We can provide a replacement. Please see our web site under Customer Service Tab.

Broken Wing or Vertical Stabilizer.
-This is a common problem with flying planes, but surprisingly easy to fix.
-Apply white glue to the broken areas, press them back into position and reinforce with clear cellophane tape.

Tip! **IMPORTANT!** If you're plane tends to dive and not want to climb, try moving the battery pack backwards a bit. If that doesn't help, you can try taping a dime to the underside of the tail of the plane.

Tip! **IMPORTANT!**

If one of the wings on your plane breaks, you may be able to repair it with white glue.
DO NOT USE SUPER GLUE. Super glue may cause unwanted effects to the material which can result in irreparable damage. Repairs should be conducted with adult supervision to ensure safety and proper setting.

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