

FLYZONE[™]
by **HOBIBICO**[®]

AeroScout[™]



Requires 8 "AA" Batteries
(Not Included)

Radio-controlled!
READY-TO-FLY

ASSEMBLE ONLY WITH ADULT SUPERVISION

Please read through this instruction booklet to **THOROUGHLY** familiarize yourself with the assembly and flight characteristics of this airplane prior to assembly. Please inspect all parts carefully before starting assembly! If any parts are missing, broken or defective, or if you have any questions about the assembly or flying of this airplane, please call us at (217) 398-8970 and we'll be glad to help.

WARRANTY

Hobbico[®] Inc. guarantees this kit to be free from defects in both material and workmanship at the date of purchase. This warranty does not cover any component parts damaged by use or modification. **In no case shall Hobbico's liability exceed the original cost of the purchased kit.** Further, Hobbico, Inc. reserves the right to change or modify this warranty without notice. In that Hobbico, Inc. has no control over the final assembly or material used for final assembly, no liability shall be assumed nor accepted for any damage resulting from the use by the user of the final user-assembled product. By the act of using the user-assembled product, the user accepts all resulting liability. **If the buyer is not prepared to accept the liability associated with the use of this product, the buyer is advised to return this kit immediately in new and unused condition to the place of purchase.** To make a warranty claim send the defective part or item to Hobby Services at the address below:

Hobby Services
3002 N. Apollo Dr. Suite 1
Champaign IL 61822
USA

Include a letter stating your name, return shipping address, as much contact information as possible (daytime telephone number, fax number, e-mail address), a detailed description of the problem and a photocopy of the purchase receipt. Upon receipt of the package, the problem will be evaluated as quickly as possible.

READ THROUGH THIS MANUAL BEFORE FLYING. IT CONTAINS IMPORTANT INSTRUCTIONS AND WARNINGS CONCERNING THE USE OF THIS MODEL.



Champaign, Illinois

FCC REQUIREMENT

Carrier Frequency: 27.145MHz

Carrier Frequency: 49.680MHz



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.

CAUTION: Changes or modifications to this product not expressly approved by the party responsible for compliance may void the user's authority to operate the equipment.

PRECAUTIONS

Your Aero Scout should not be considered a toy, but rather a sophisticated, working model that functions very much like a full-size airplane. Because of its performance capabilities, the Aero Scout, if not assembled and operated correctly, could possibly cause injury to yourself or spectators and damage to property.

1. Operate the plane **according to instructions**. **DO NOT** alter or modify the model. If you make any modifications, you void your warranty.

2. **Test** the operation of the model **before each flight** to insure that all equipment is operating properly and that the model remains structurally sound. Be sure to check clevises or other connectors often and replace them if they show any signs of wear or fatigue.

3. Fly only on calm days (with wind speeds less than 5mph) and in large open areas free of trees, people, buildings, or any other obstacles.

4. If you are not an experienced pilot or have not flown this type of model before, we recommend that you get the assistance of an experienced pilot in your R/C club for your first flights. If you're not a member of a club, your local hobby shop has information about clubs in your area whose membership includes experienced pilots. You can also contact the National Academy of Aeronautics (AMA) which has over 2,500 chartered clubs across the country. Instructor training programs and insured newcomer training are available through any of these clubs. Contact the AMA at the following address or toll-free phone number:



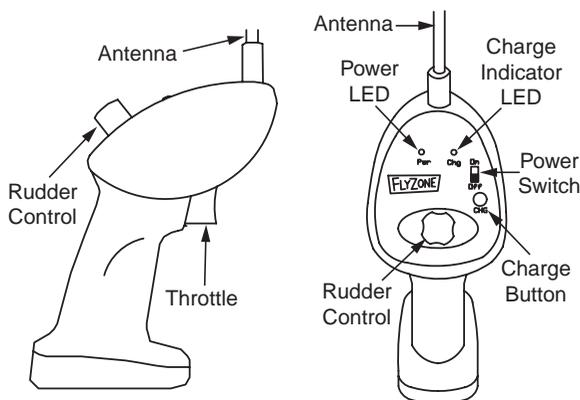
Academy of Model Aeronautics
5151 East Memorial Drive
Muncie, IN 47302-9252
Tele. (800) 435-9262
Fax (765) 741-0057

Or via the Internet at: www.modelaircraft.org

The R/C model hobby becomes more and more enjoyable as your experience grows. Your chances for success and graduation to higher levels are very good if you take your time and follow the flying instructions carefully and completely. We hope you enjoy flying your Aero Scout plane.

GLOSSARY

- **Nickel–Metal Hydride (NiMH) Battery:** Rechargeable batteries which are used to power the airplane. NiMH batteries are lighter and smaller than most other types of rechargeable batteries.



- **Transmitter (TX):** This is the hand-held unit that sends the signal to the control unit, or RX.
- **Rudder:** Controls direction.

AIRFRAME PARTS AND HARDWARE



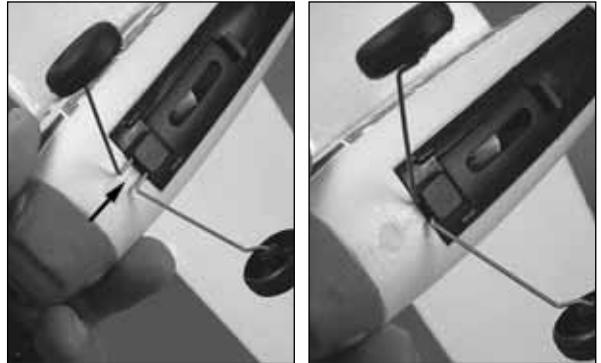
UNPACKING THE BOX

Check the parts against the list below. If any parts are damaged or missing, give us a call at: **(217) 398-8970**.

1. Transmitter Antenna
2. Transmitter
3. Aero Scout
4. Landing Gear
5. 4.8V 150mAh NiMH Battery
6. Spare Propeller

GET THE MODEL READY TO FLY

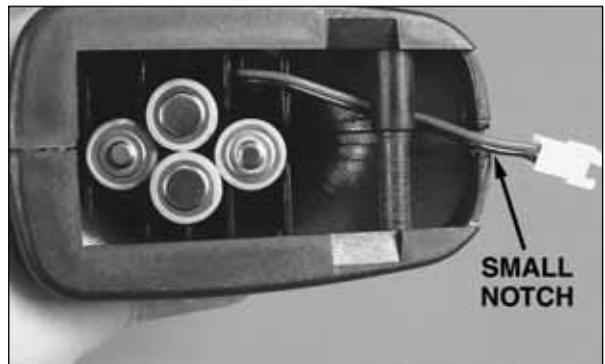
Preparing the Plane and Transmitter



1. Attach the landing gear by sliding the "U" bend into the plastic retainer as shown.
2. Remove the battery cover on the bottom of the transmitter and insert eight "AA" batteries following the diagram on the battery cover.

Transmitter Cautions:

- Do not use rechargeable (NiCd) batteries.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (NiCd) batteries.



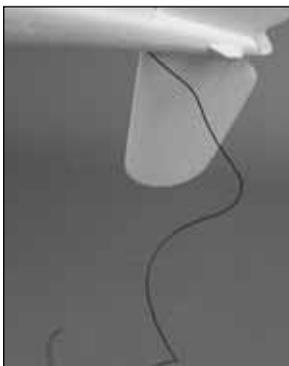
3. Route the charge lead through the opening on the transmitter as shown.



4. Reinstall the battery cover. Ensure that the charge lead is not pinched or severed when the cover is reinstalled.



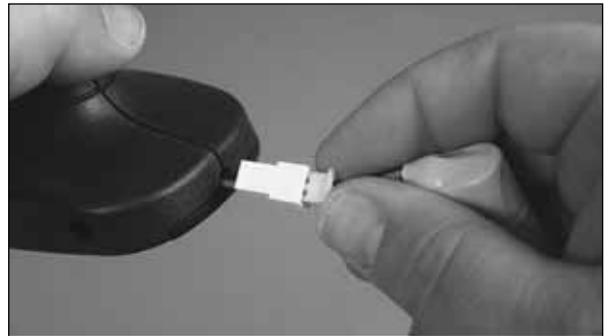
5. Insert the antenna into the top of the transmitter. Turn the antenna clockwise to screw it in place. Do not overtighten antenna.



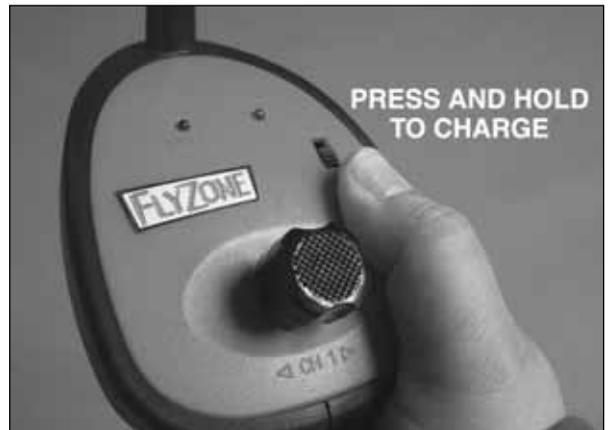
6. Finally, if it has not already been done, remove the tape holding the antenna to the tail of the plane and unwind the antenna. Do NOT cut off the excess antenna wire.

Charging the Plane's NiMH Batteries

IMPORTANT! NEVER LEAVE A CHARGING BATTERY UNATTENDED.



1. With the power switch on the transmitter set to "OFF," connect the battery to the charge lead on the bottom of the transmitter.



2. Press and hold the charge button down on the transmitter for 3 minutes or until the small yellow dot on the battery turns orange. Always use your finger to depress the charge button. NEVER tape it down or otherwise modify it. Doing so could cause damage to the battery or the transmitter.

3. During charging, feel the battery every so often to see if it is starting to warm up. A warmed up (but not hot) battery pack is a sign that it is fully charged. Once the pack is warm, disconnect it from the charger. Depending on how much charge was already in the pack, you may have to disconnect the battery early.

4. After each flight, completely discharge the battery by holding the plane and running the motor until the motor starts to pulse on and off. Remove the battery pack from the airplane and allow it to cool completely before recharging.

Battery Charging Precautions

1. Be careful to avoid overcharging the battery! When you plug the battery into the charger, there is no way to know how much charge is left in the battery (unless you have just completed a flight in which the battery was run all the way down or have fully discharged the battery). If you put too much charge into the battery, it will get very hot. This may result in melting the plastic battery cover, causing the cells to vent and damaging the charger! Always remove the battery from your Aero Scout before charging.

2. Remember to check the temperature of the battery continuously during the charge. Unplug the battery as soon as it warms up (before it gets hot), even if the yellow dot has not turned orange.

3. If your battery is not completely discharged before charging, the charging time may take less than 3 minutes. Again, only let the battery get warm to the touch – not hot.

4. If you use a different battery charger, charge this battery pack only at a maximum charge rate of 0.1 amp or 100 mAh. A higher charge rate will charge the battery pack too quickly and heat up the wires.

5. A properly cared for battery pack will last a long time. If the battery pack is continually overcharged or charged at too high of a rate, the life of the battery pack will be shortened.

WARNING: Misuse or malfunction may overheat the battery and charger, resulting in personal injury or damage to surroundings.

Battery Recycling



ATTENTION: The product you have purchased is powered by a rechargeable battery. At the end of the battery's useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste system. Check with your local solid waste officials for details in your area for recycling options or proper disposal.

NiMH

WARNING: This product contains a chemical known to the State of California to cause cancer.

FIRST FLIGHT

Check the Control Directions

1. Be sure your transmitter has fresh "AA" batteries installed (not included). Turn on the transmitter.



2. Remove the battery cover on the bottom of the plane and connect the battery.



3. Slide the battery into the plane and reattach the battery cover.



4. Check the operation of the motor and rudder. If either does not operate correctly, **DO NOT FLY**.

CHOOSE A GOOD FLYING SITE

The Aero Scout should be flown only when the wind speed is 5 mph or less. If the wind is calm or very light, the Aero Scout will be docile and easy to control. Also, find an area clear of trees, power lines and other structures. A flying field for R/C planes is best. Don't fly around groups of people, especially children or within 6-miles of existing R/C flying fields.

PREPARE FOR TAKEOFF

1. Find an open area free of buildings, trees, power lines and people.
2. For your first few flights, fly only when the wind is calm. After you are comfortable with the airplane, you can fly in winds that are no more than 5 miles per hour. If flown in stronger winds, the plane may be blown downwind and not have enough power to get back.
3. Make sure the battery pack is fully charged and that the transmitter has fresh "AA" batteries installed.
4. If others are flying in the same area, make sure that they are not using the same frequency as your radio system. The frequency sticker is located on the bottom of your transmitter. This is the frequency you are using. If someone is on the same frequency, **DO NOT** switch on your transmitter until they are done flying.

FLYING THE AERO SCOUT

1. Perform a range check on your radio system before each flight. Switch on the transmitter and then connect the battery inside the plane. Have a helper hold the airplane. **Caution:** Keep your hands behind the propeller. The motor on the Aero Scout does **NOT** require arming for operation. As soon as the battery is connected, depressing the throttle control will activate the motor. With the transmitter antenna collapsed, walk 100 feet away from the airplane, holding the transmitter with the antenna pointing up. Move the control stick, checking that the control surface responds. Press the throttle trigger to check the motor. If you still have control of the airplane, it is safe to extend the transmitter antenna and fly the airplane. If you do not have control of the plane, make sure the batteries in the transmitter are fresh and the battery in the plane is charged. Also, make sure the wire antenna is extending out the back of the airplane.

LANDING THE AERO SCOUT

2. With the throttle fully depressed, hand launch the Aero Scout into the wind, at a slight upward angle.

Note: For the first couple of flights, we recommend having a helper hand launch the airplane.

3. Your transmitter controls the altitude, direction and speed of the airplane. The thumb stick controls the direction and the trigger on the transmitter controls the speed and altitude. The Aero Scout gains altitude only while under power. The longer you have the motor at full speed, the higher it will gradually climb. Taking power off will cause the Aero Scout to decrease in altitude. The plane will NOT climb while banked in a turn under power. Power should be applied when exiting a turn to maintain altitude.

4. When your airplane is moving away from you, moving the rudder stick to the left will make your plane turn to the left. Moving the stick to the right will make the airplane turn to the right. To stop the turn, move the stick the opposite direction until the airplane is flying straight.

5. When the airplane is coming toward you, moving the rudder stick left still causes left rudder, but your airplane goes to your right. In short, you have to reverse the way you control the rudder. Here's a good way to familiarize yourself with the controls: When the airplane is coming toward you, turn your body so that you are facing the same direction the airplane is going, looking over your shoulder at the airplane. Now when you move the rudder stick left, the plane will go to your left.

6. Don't let the airplane get too far away from you. The farther away it is, the harder it is to see what the airplane is doing.

7. When learning to fly, it is best to keep the airplane high enough so that if you make a mistake, you have enough altitude to correct the mistake.

It's a known fact among fellow R/C pilots that your airplane will land. It is up to you as to where and how it lands.

1. For your first couple of flights we recommend that you attempt to land before the motor stops.

2. When the transmitter battery power gets low, the LED will go out. When this happens, it's time to land your Aero Scout.

3. During your first flight, while at a high altitude, turn the motor off by releasing the throttle and note how the Aero Scout reacts. This will give you an idea of how the airplane will react during a landing.

4. To land the Aero Scout, fly downwind, past the landing area. Gently turn into the wind and cycle the throttle off and on so that the airplane starts to come down. Adjust the throttle as needed to reach the landing area, but not fly past it.

5. Just before landing, at about 1 foot above the ground, release the throttle and the Aero Scout should safely land.

Caution: If, during a rough landing, the propeller on the Aero Scout should become jammed and cannot rotate with the throttle in the run position, the battery and speed control will become very hot. Immediately take your finger off of the throttle trigger to stop the motor. If you fail to do this, the motor, and/or battery will be damaged.

AFTER THE FLIGHT

Remove the battery from the airplane. Then, switch the transmitter off. Allow the motor and battery to cool before recharging. Check the airplane over to make sure nothing has come loose or may be damaged.

REPAIRS

Even the best R/C pilots in the world damage their airplanes every now and then. In the unfortunate event that you damage your airplane, repairs are fairly simple to make yourself. If there are any cracks in the wing or fuselage, apply 6-minute epoxy or white glue to the broken areas and hold together with clear packaging tape. Let the glue cure, leaving the tape in place for added strength.

REPLACEMENT PARTS LIST

To order replacement parts for your Aero Scout, use the order numbers in the list below. Replacement parts are available only as listed. Replacement parts are not available from Product Support, but can be purchased from hobby shops or mail order/Internet order firms. If you need assistance locating a dealer to purchase parts, contact:

Product Support

Phone: 217-398-0007

Fax: 217-398-7721

E-mail: productsupport@hobbico.com

Stock #.....Description

HCAA3245Main Wing

HCAA3246Tail Set

HCAA3247Battery 150 mAh NiMH

HCAQ3485Propeller (2)

OTHER ITEMS AVAILABLE

Sea Scout™ Ready-to-Run Micro R/C Sub HCAB0020



The nearly 5" long Sea Scout with working lights takes R/C "undersea" - so easily that even 8-year-olds can be the commander. Two motors turn propellers for steering and forward/reverse thrust. A third motor offers instant diving or surfacing ability (even straight up and down!). The Sea Scout's built-in NiMH battery recharges in just minutes on the provided DC battery charger. A 3-channel transmitter is also included. Available on 27MHz (Black, HCAB0020) or 49MHz (Gray, HCAB0021) - requires only one 9V and 6 "C" batteries.

Check it out, and you'll agree: Nothing can touch the 1/10 scale Evader ST RTR electric stadium truck for convenience, set-up ease, performance extras or toughness. It comes assembled, painted, and equipped for fast, easy racing...with a 20-turn Photon Speed™ motor, reversible Sprint™ electronic speed control with brake, and a DuraTrax 2-channel radio system made by Futaba®. All you add are a 6-7 cell NiCd battery and charger! See www.duratrax.com for more information.



1/10 Scale Ready-to-Run
R/C Electric Stadium Truck
DTXD20**