

COMPLETE RTF AIRPLANE



Quiet Electric Flight

Requires 8 "C" and 8 "AA"
Alkaline 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.
- 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®** 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 reserves the right to change or modify this warranty without notice.
- In that Hobbico has no control over the 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 buyers are not prepared to accept the liability associated with the use of this product, they are 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.

**PROTECT YOUR MODEL, YOURSELF
AND OTHERS.
FOLLOW THIS IMPORTANT
SAFETY PRECAUTION.**

Your Air Raider/Voodoo is not a toy, but rather a sophisticated, working model that functions very much like an actual airplane. Because of its realistic performance, the model, if not assembled and operated correctly, could possibly cause injury to yourself and spectators or damage property.

We highly recommend that you get experienced, knowledgeable help with assembly and during your first flights, to make your R/C modeling experience totally enjoyable. You'll learn faster and avoid risking your model before you're truly ready to solo. Your local hobby shop has information about flying clubs in your area whose membership includes qualified instructors. You can also contact the national Academy of Model Aeronautics (AMA), which has more than 2,500 chartered clubs across the country. Instructor training programs and insured newcomer training are available through any one of these clubs.

Contact the AMA at the address or toll-free phone number below.



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

or via the internet at: www.modelaircraft.org

PRECAUTIONS

1. Do not alter or modify the model. If you make any modifications, you will void your warranty.
2. Test the operation of the model before each flight to ensure that all equipment is operating properly and that the model remains structurally sound.
3. Fly only on calm days (with wind speeds less than 3 mph) and in large open areas free of trees, people, buildings or any other obstacles.

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 Air Raider/Voodoo.

GLOSSARY

Electronic Control Unit: This unit controls the motors. Also, it monitors the battery voltage and turns off the motors when the voltage gets low. That way there will be enough battery power to operate the motors for steering during the landing.

Motors: The motors rotate the props to provide thrust.

NiMH Battery: Rechargeable batteries which are used to power the airplane.

Transmitter (TX): This is the hand-held unit that sends the signal to the receiver. As you move the sticks on the transmitter, the motors in the airplane will react accordingly.

PARTS AND HARDWARE



UNPACKING THE BOX

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

Transmitter Antenna (1)
Transmitter (1)
Airplane (1)
Charger (1)
Extra Propellers (2)
NiMH Battery (1)

Items not shown:
Instruction Manual (1)
Prop Puller (1)

LET'S GET STARTED

Welcome to the world of R/C aero modeling. You will find your new hobby to be exciting, very interesting and most of all, a lot of fun. You have purchased, quite possibly, the best flying, the most reliable and the easiest flying R/C airplane available today. Be sure to follow the written instructions completely and in detail. Doing this will assure you of a successful first flight and many continued hours of enjoyment from your new R/C hobby.

PREPARE THE TRANSMITTER

Caution: Do not use rechargeable (NiCd) batteries.



❑ 1. Place the transmitter antenna into the top of the transmitter case as shown above. Tighten it down "clockwise" until it has a snug fit. Do not overtighten the antenna.



❑ 2. The transmitter that controls your airplane requires eight alkaline "AA" batteries. To install the batteries, remove the battery hatch by sliding it down and insert them into place. Be sure to follow the diagram inside the battery compartment.



❑ 3. Reinstall the battery hatch, switch on the transmitter and check the LEDs on the front of the transmitter. The green LED indicates if there is enough charge in the batteries. If the green light is on, it is safe to fly. If not, you need to install fresh batteries. Also check to make sure that the batteries are installed correctly. The red LED will illuminate when the control sticks are moved. This indicates the transmitter is sending signals to the airplane.

INSTALL BATTERIES IN THE CHARGER

CAUTION:

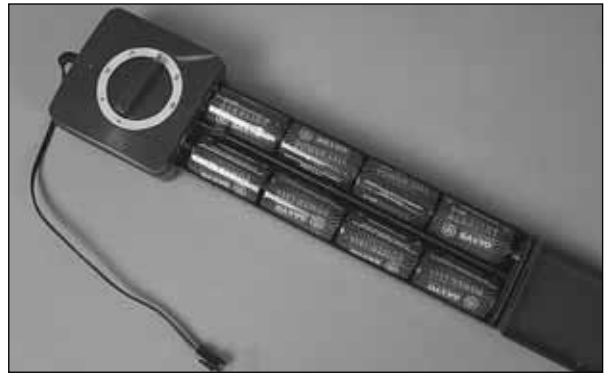
Do not use rechargeable (NiCd) batteries.

Do not mix old and new batteries.

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



❑ 1. Remove the battery hatch from the charger by removing the hatch screw with a Phillips screwdriver.



❑ 2. Following the diagram in the charger, install eight "C" size batteries. Make sure the positive (+) and negative (-) poles match up correctly with the diagram molded inside the battery compartment.



❑ 3. Reinstall the battery hatch by replacing the screw.

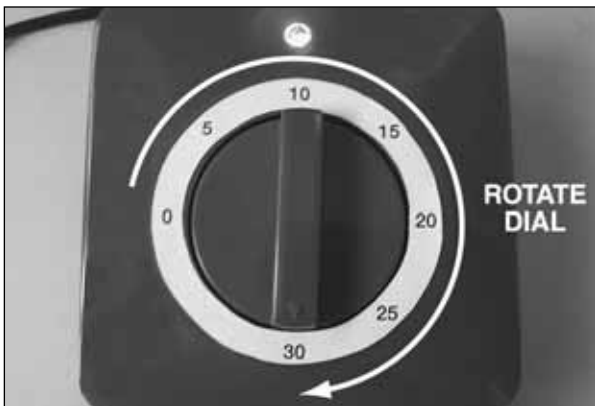
CHARGE THE BATTERY



❑ 1. Before operating your Air Raider/Voodoo you will need to charge the NiMH battery pack.



□ 2. Plug the charger cable into the battery connector. The battery will plug in only one way.



□ 3. Rotate the dial on the charger to 30 minutes to begin charging. The red LED will illuminate as long as the battery is charging. When the timer dial on the charger reaches "0", the red LED will go out and the charge is complete.

NOTE: DO NOT CHARGE THE AIRPLANE'S BATTERY UNLESS IT HAS BEEN FULLY DISCHARGED. To discharge the battery, turn on the airplane and the radio and apply full power until the propellers stop turning.

SAFETY PRECAUTIONS FOR CHARGING BATTERIES

- Make sure the battery is fully discharged before charging.
- Never leave a charging battery unattended.
- Never let the battery charge until it feels hot. A hot battery is an overcharged battery. Only let the battery get warm to the touch.
- 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.

BATTERY RECYCLING



ATTENTION: The product you have purchased is powered by a rechargeable battery. At the end of its 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

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

BEFORE GOING TO THE FIELD

Before attempting to operate or fly your Air Raider/Voodoo, please make sure you fully understand its operation outlined in this section.

HOW DOES THE AIR RAIDER/VOODOO WORK?

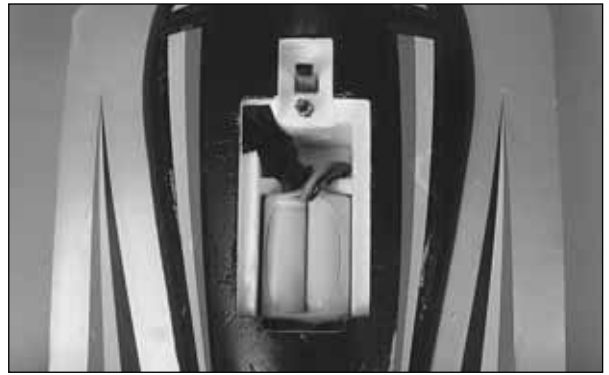
Note: The following is a detailed description of how you will control your Air Raider/Voodoo in flight. Please study it carefully so you will become familiar with the operation of the transmitter before you head for the flying site.

Your transmitter controls the altitude of the airplane by operating both motors, and the direction of the plane by slowing down either the left or right motor.

- 1. First extend the transmitter antenna. Then switch on the transmitter and make sure the green light is on.
- 2. Make sure the airplane's battery is charged.



- 3. Remove the battery door on the plane by pressing the spring clip back and lifting up on the door.

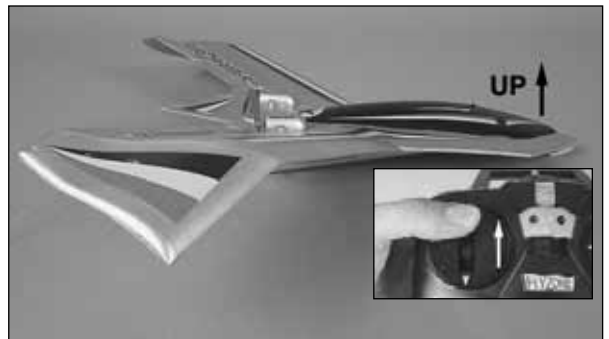


- 4. Be sure the switch on the bottom of the plane is off. Connect the battery to the plane and insert it into the compartment as shown.
- 5. Replace the battery door.



- 6. Move the switch located on the underside of the fuselage forward to the "ON" position.

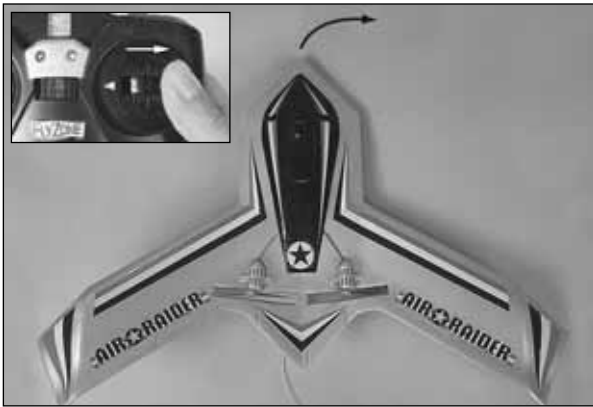
CAUTION: Stay clear of the propellers once the airplane's switch is turned on.



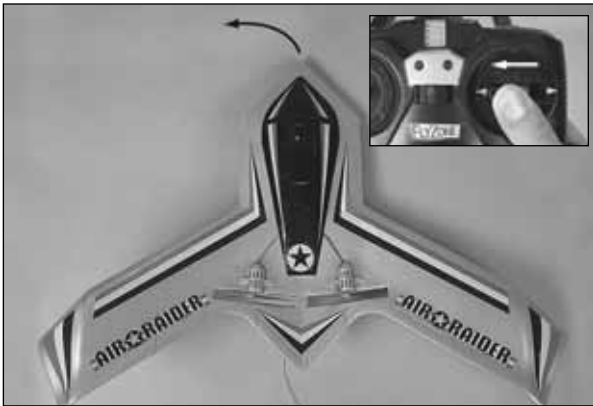
- 7. Moving the left stick forward or back will cause both motors to run at full power. At this setting, the plane should climb at a 10-15° angle. **NOTE:** For most of the flight, you will be moving the stick forward.

AT THE FIELD

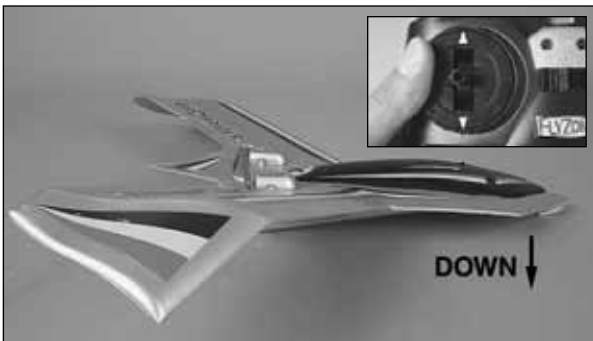
PREPARE FOR FIRST FLIGHT



❑ 8. Moving the right stick to the right will cause the right motor to slow down. This will cause the plane to turn to the right.



❑ 9. Moving the right stick to the left will cause the left motor to slow down. This will cause the plane to turn to the left.



❑ 7. By releasing the left stick, your airplane will slowly descend for landing. Fly downwind, pass your landing spot and turn back into the wind. Release the left stick and the airplane will glide in for a landing.

It is best to fly on calm days, at least for your first few flights, when there is little or no wind (3 mph maximum). Also, find an area clear of trees, power lines and other structures. Your flying location should be about the size of a baseball diamond. The best place to fly your R/C Air Raider/Voodoo is a flying field. Don't fly around groups of people, especially children or within 6 miles of where other R/C airplanes are being flown.

Make sure the airplane's battery pack is fully charged and that the transmitter has fresh "AA" batteries installed.

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 back 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.

ELEVATOR TRIMMING YOUR AIRPLANE

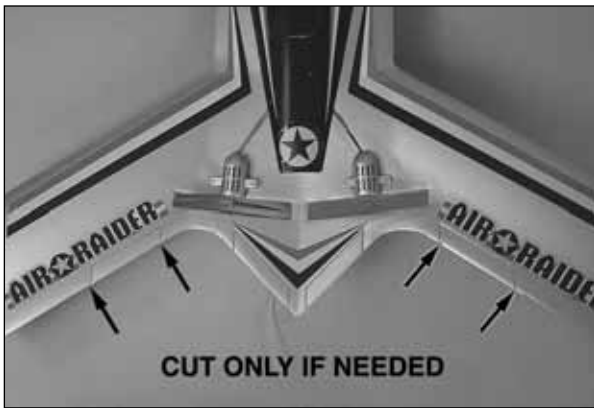
❑ 1. **Caution:** Always launch the airplane away from people and obstacles. It is important to adjust or "trim," your airplane before each flight. Select an open area to test your plane.

❑ 2. With the motor off, grasp the airplane fuselage and gently toss the airplane into the wind. It should glide straight ahead and settle gently to the ground. See the diagram below. If your plane dives (A) or stalls (B), follow the steps included below until you have a correct path (C).

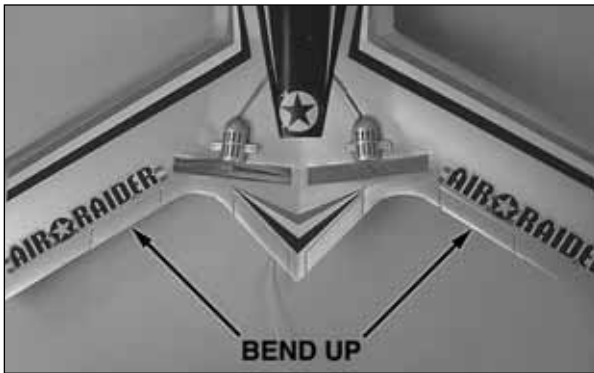


A: Dive. **B:** Stall and crash. **C:** Correct flight path.

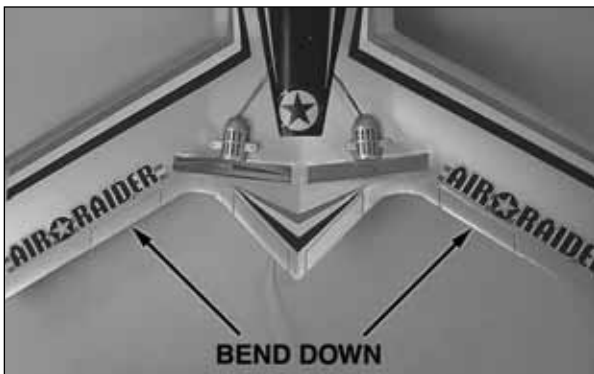
Note: If your airplane flies flat and level the first time (path C), DO NOT make any adjustments!



If you have an airplane that follows either path (A) or (B), using a hobby knife, cut the sides of the elevators as shown in the photo above.



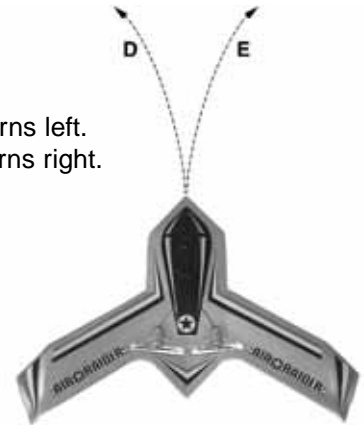
If your airplane follows path (A), bend the elevator tabs up.



If your airplane follows path (B), bend the elevator tabs down.

3. Repeat step 2 until your airplane follows path C.

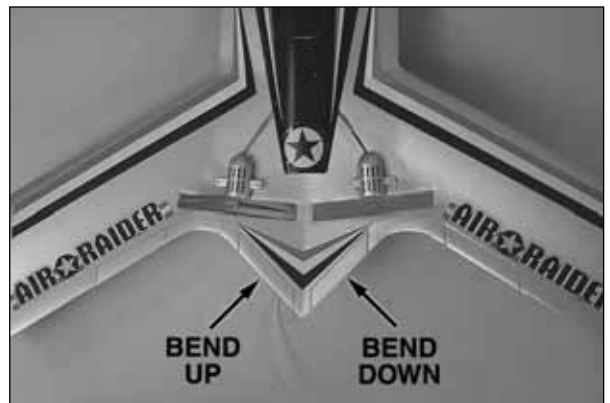
AILERON TRIMMING



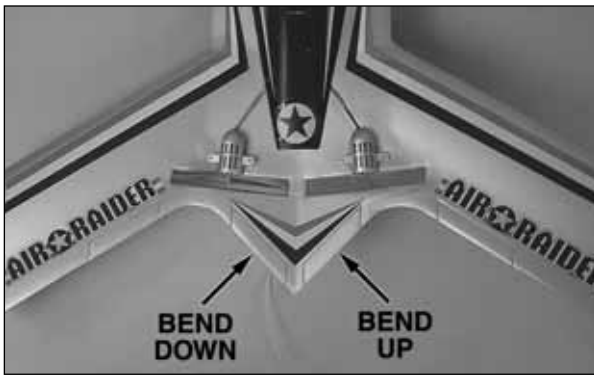
D: Airplane turns left.
E: Airplane turns right.



If you have an airplane that follows either path (D) or (E), using a hobby knife, cut the sides of the ailerons as shown in the photo above.



If your airplane turns to the right (E) during glide tests, bend the right aileron tab down and the left aileron tab up.



If your airplane turns to the left (D) during glide tests, bend the left aileron tab down and the right aileron tab up.

RANGE CHECK

Range check your radio before each flight. Switch on the transmitter first and then the airplane. Have a helper hold the airplane. With the transmitter antenna collapsed, walk 50 feet away from the airplane. Move both control sticks, checking that the motors run and turn off following the control stick movement. If you still have control over the airplane, it is safe to extend the 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 plane. **Do not cut the antenna wire on the plane.**

FLYING THE AIR RAIDER/VOODOO

If you have never flown an R/C airplane before, we recommend that you get help from an experienced R/C pilot. Most R/C clubs have training programs that will help you learn to fly quickly. If you cannot find an experienced pilot to help you learn, the following will help you get your airplane into the air.

1. First, turn your transmitter power switch “ON.” This immediately puts you in control. Be sure to extend your antenna completely.

2. Move the airplane’s switch to the “ON” position. **Caution: Stay clear of the propellers.**

3. Have an assistant help with the launch. Move the throttle (left) stick forward so that both motors are running. Have your assistant launch the plane into the wind.

4. Allow the airplane to climb at a 10-15° angle for a few seconds before turning it. This will allow the plane to gain altitude and air speed.

5. To turn the Air Raider/Voodoo, move the right stick to the left or right until the plane has turned. When the Air Raider/Voodoo is moving away from you, moving the right stick to the left will make your plane turn to the left. Moving the right stick to the right will make the plane turn to the right.

6. When the plane is coming toward you, moving the right stick left still causes the plane to turn left, but it appears to turn to **your right**. In short, you have to reverse the way you control the right stick. A good way to familiarize yourself with the controls is when the plane is coming toward you, turn your body so that you are facing the same direction the plane is going, looking over your shoulder at the plane. Now when you move the right stick left, the plane will go to your left.

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

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

LANDING

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. The Air Raider/Voodoo will fly for approximately 5 to 6 minutes at full throttle on a fully charged battery. For your first couple of flights we recommend that you attempt to land before the motors stop. This will allow enough power to abort the landing and try again if you miss your landing area. When the transmitter battery power is getting low, the green light will turn OFF. Once the green light is off, it is time to land your Air Raider/Voodoo.

2. During your first flight, while at a high altitude, turn the motors off and notice how the Air Raider/Voodoo reacts. This will give you an idea of how the plane will react during landing.

3. To land the Air Raider/Voodoo, fly downwind and a few feet past the landing area. Gently turn into the wind and turn the motors off. The plane will start to come down. If it appears that the Air Raider/Voodoo will be short of the landing area, turn the motors back on for a couple of seconds to lengthen your approach. To do this push the left stick forward.

4. As the Air Raider/Voodoo slowly descends, use the right stick to control the direction. The Air Raider/Voodoo will just about land itself. All you need to do is control its direction by moving the right stick from side to side.

AFTER THE FLIGHT

Move the switch on the side of the fuselage to the "OFF" position. Then, switch off the transmitter. Allow the airplane battery to cool before recharging. Check the plane over to make sure nothing has come loose.

REPAIRS

Even the best R/C pilots in the world damage their planes 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 area and hold together with clear packaging tape. Let the glue cure, leaving the tape in place for added strength.

To replace a propeller, use the included prop puller to pry off the damaged prop.



Insert the notch in the prop puller over the motor shaft and pry the propeller off of the motor.



To install a new propeller, simply grasp one of the propeller blades close to the center and slide it onto the motor shaft. Be sure that the propeller is centered in the propeller cutout in the foam. If you push it on too far, use the prop puller to pry it back a bit.

REPLACEMENT PARTS

To order replacement parts for your Air Raider/Voodoo, 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) 398-8970 Fax: (217) 398-7721

E-mail: productsupport@hobbico.com

If any parts are missing or are not of acceptable quality, or if you need assistance with assembly, contact **Product Support**. When reporting defective or missing parts, use the part names exactly as they are written in the parts list.

Stock Number	Description
HCAA3265	4.8V 300mAh Battery
HCAP9922	DC Charger
HCAQ3014	Props (4)

BEFORE FLIGHT CHECK LIST

- 1. Check the area to make sure no one is on your frequency.
- 2. Charge the airplane battery.
- 3. Switch on the transmitter and extend the antenna. Make sure the green light is on.
- 4. Move the switch on the airplane to the "ON" position.
- 5. Move the left stick forward and launch the airplane.

*Cut out or copy and
tape to back of transmitter.*

AFTER LANDING

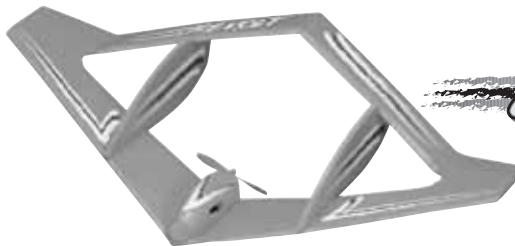
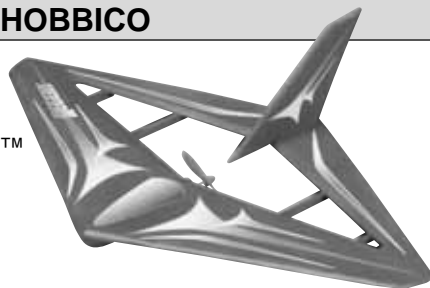
- 1. Switch off the airplane.
- 2. Switch off the transmitter.
- 3. Unplug and remove the battery from the plane.
- 4. Check over the airplane, making sure nothing came loose.

OTHER ITEMS AVAILABLE FROM HOBBICO



SENTINEL™
HCAA0310

REGENT™
HCAA0312



REVOLT™
HCAA0311

Hobbico® Flyzone™ Free Flight Electrics

Enjoy virtually nonstop aerial adventures with Flyzone's trio of futuristic foam free flights: the 18.6" span Sentinel; 21" span Revolt; and 16.1" span Regent. Adjustable trim tabs on each model add turning ability to its easy free flight operation. Each comes fully assembled and painted, with motor and a rechargeable NiCd battery installed. You can recharge the NiCd pack in just 15-60 seconds with the supplied field charger—then hand-launch for more air adventure! Charger requires four ordinary "AA" alkaline batteries.

Hobbico® Sea Scout™ Micro R/C Sub RTR

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. Available on 27MHz (Black) or 49MHz (Gray) – so two subs can dive and explore at the same time! Requires one 9V and six "C" alkaline batteries.

SEA SCOUT™

HCAB0020



REEF RACER 2™

HCAB14**

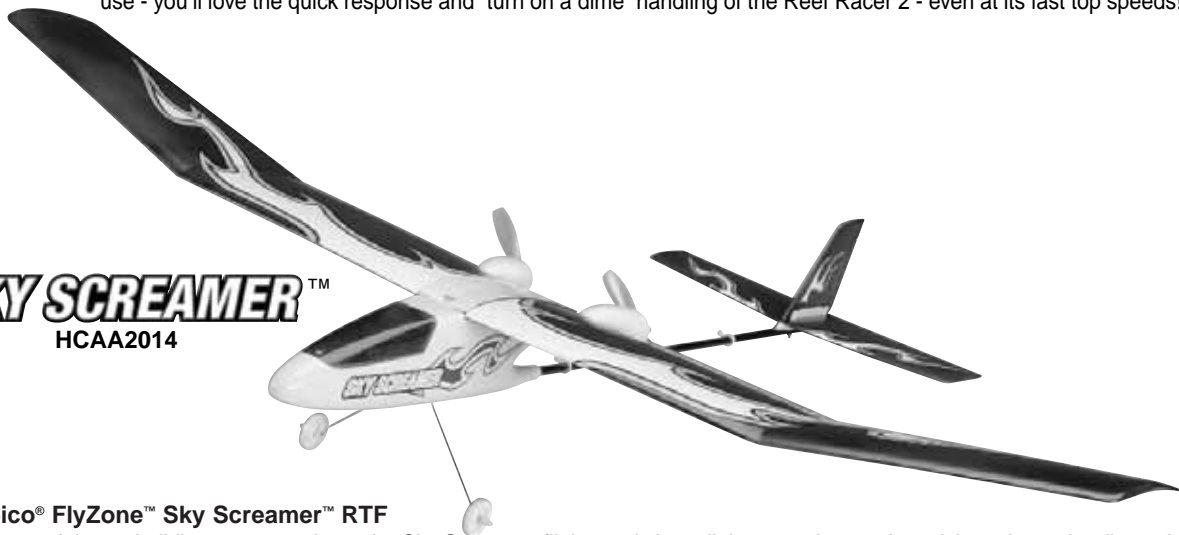


Hobbico® AquaCraft™ Reef Racer™ 2

The compact, 15" long Reef Racer 2 is ideal for small ponds, lakes - and boaters looking for immediate, nonstop off-shore action! Out of the box, it's factory-assembled and ready to run, complete with water-cooled motor, electronic speed control, 7.2V NiMH battery and 12V field battery charger. The prepainted hull features a unique, self-righting design plus on-board compartments that are specially sealed for superior water resistance. Using the supplied AquaCraft 2-channel radio for control - with a transmitter that can easily be adapted for left- or right-hand use - you'll love the quick response and "turn on a dime" handling of the Reef Racer 2 - even at its fast top speeds!

SKY SCREAMER™

HCAA2014



Hobbico® FlyZone™ Sky Screamer™ RTF

There's no gluing or building – you can have the Sky Screamer flight-ready in as little as 5 minutes. A 2-stick, 2-channel radio, 4.8V NiMH battery pack and 20-minute quick field charger are supplied. Plus, the receiver, auto cut-off circuit and two motors are included and installed! A free DVD helps you through final assembly - and provides tips on successful flying. Also included: a spare wing and tail, and two extra props. Spans 27.5" and requires 8 "AA" cells and 6 "D" batteries.