COMPLETE RTF AIRPLANE

HOBBICO®

Sky Trick™

FLYZONE™ by HOBBICO®

Quiet Electric Flight

Radio-Controlled Model

Requires 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 before beginning to assemble the kit.

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 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.

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

Your Flyzone™ plane 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: http://www.modelaircraft.org

PRECAUTIONS

1. Assemble the plane **according to the instructions. 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 insure that all equipment is operating properly, and that the model remains structurally sound.

3. Fly only on calm days (with wind speeds less than 10mph) and in large open areas free of trees, people, buildings or any other obstacles.

Remember: Take your time and follow the instructions to end up with a well-built model that is straight, durable and easy to fly.

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 assembly and flying instructions carefully and completely. We hope you enjoy flying your Flyzone plane.

GLOSSARY

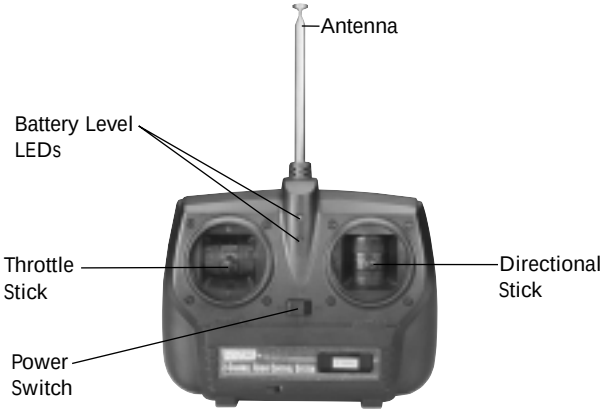
Electronic Motor Control with Auto Cut-off: This unit controls the motors. Also, it monitors the battery voltage and turns off the motors when the voltage gets low. That way there will be enough battery power only to operate the motors for steering during the landing.

Motors: The motors rotate the props to provide thrust.

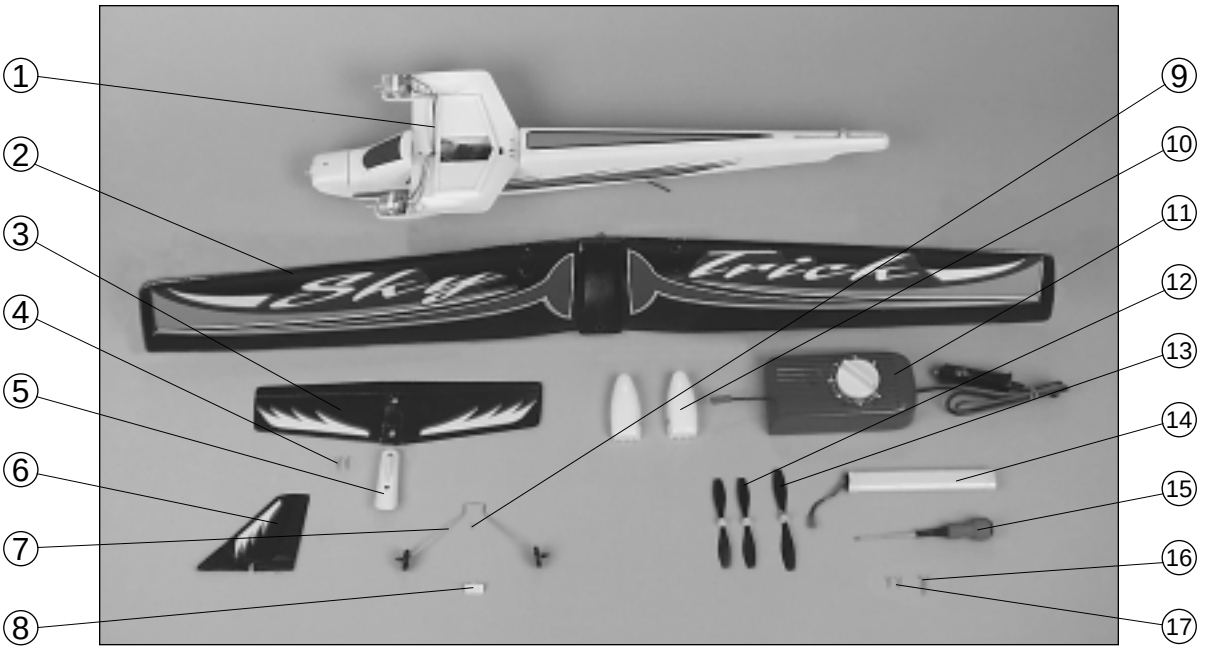
NiMH Battery: Rechargeable batteries which are used as power for the airplane.

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.

THE RADIO CONTROL SYSTEM



AIRFRAME PARTS AND HARDWARE

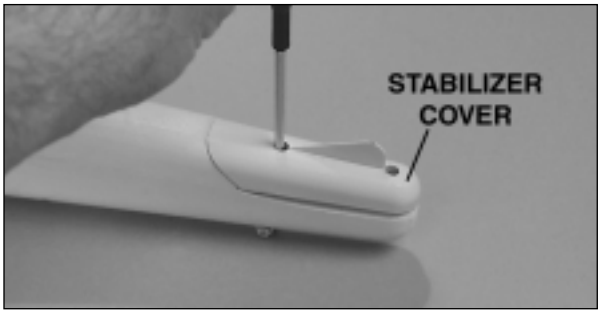


UNPACKING THE BOX

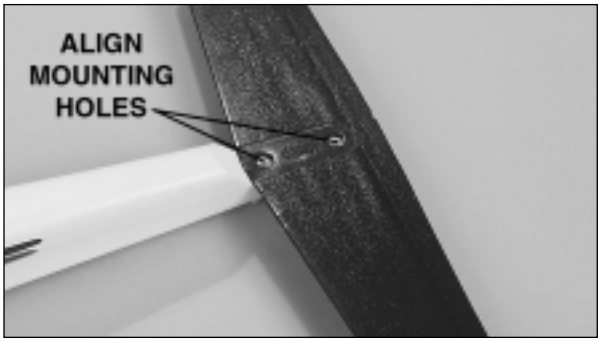
Check the parts against the list below. If any parts are damaged or missing, give us a call at: (217) 398-8970.

	Part Name	Qty.
❑ 1.	Fuselage	1
❑ 2.	Wing	1
❑ 3.	Stabilizer	1
❑ 4.	Medium Screws	2
❑ 5.	Stabilizer Cover	1
❑ 6.	Fin	1
❑ 7.	Landing Gear	1
❑ 8.	Landing Gear Cover	1
❑ 9.	Small Screws	1
❑ 10.	Motor Covers	2
❑ 11.	Charger	1
❑ 12.	Small Propeller	4
❑ 13.	Large Propeller	2
❑ 14.	7.2 Volt NiMH Battery	1
❑ 15.	Screwdriver	1
❑ 16.	Large Screw	1
❑ 17.	Medium Screws	2

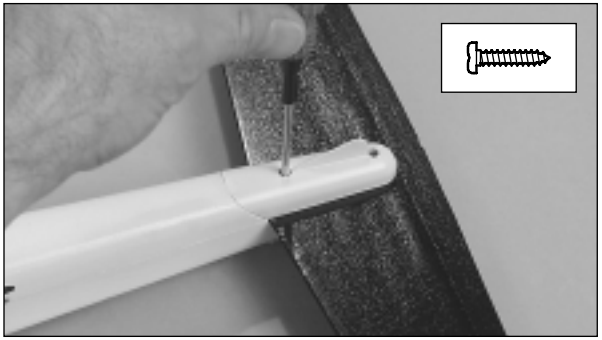
INSTALL THE STABILIZER & FIN



❑ 1. Turn the plane upside-down. Remove the stabilizer cover by unscrewing the two medium screws in the bottom of the cover.



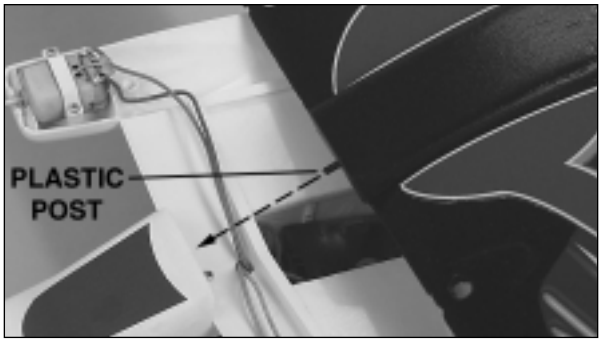
❑ 2. With the plane still upside-down, position the stabilizer on fuselage, with the decal side down, so that the two holes in the stabilizer align with the two mounting holes in the fuselage.

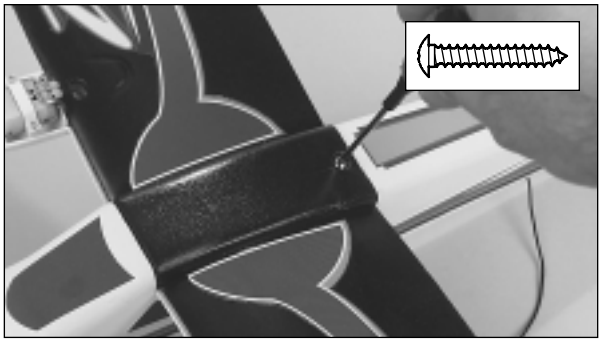


❑ 3. Position the stabilizer cover over the stabilizer, aligning the two holes in the cover with the two mounting holes in the fuselage. Secure the stabilizer cover to the fuselage with two medium size screws. Be careful to not overtighten the screws.

❑ 4. Turn the plane right-side up. Remove the screw in the fin mount located on the top of the aft end of the fuselage. Insert the fin in the mount, making sure it is fully seated. Reinstall the screw from the left side, through the fin mount and fin. Be careful to not overtighten the screws and crush the fin.

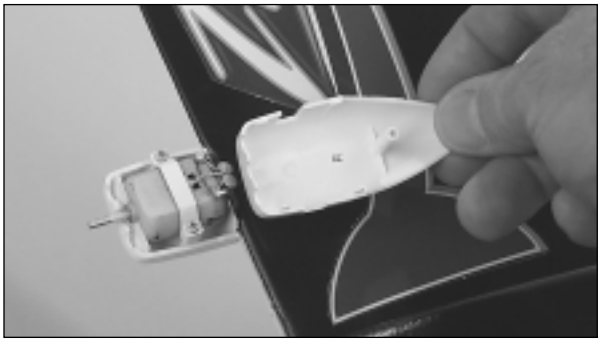
INSTALL THE MAIN WING





❑ At the front edge of the main wing you will notice a small plastic post. To install the wing, push the post into the hole in the fuselage. Fasten the wing to the fuselage with the large screw. Be careful to not overtighten the screw.

INSTALL THE MOTOR COVERS

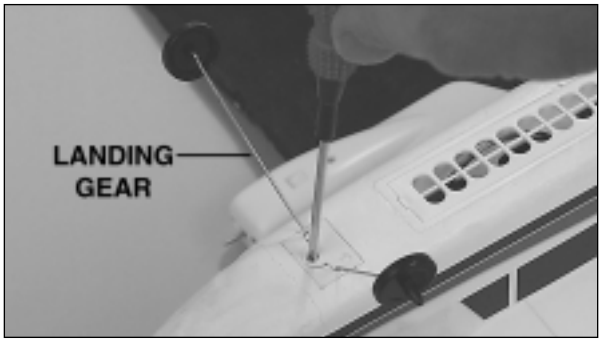


❑ 1. There is a left and right motor cover. On the inside of each cover there is an “L” and an “R.” The motor cover with an “R” goes over the right motor, when viewed from the tail end of the plane.

❑ 2. Turn the airplane upside-down and secure the left and right motor covers to the wing using medium screws.

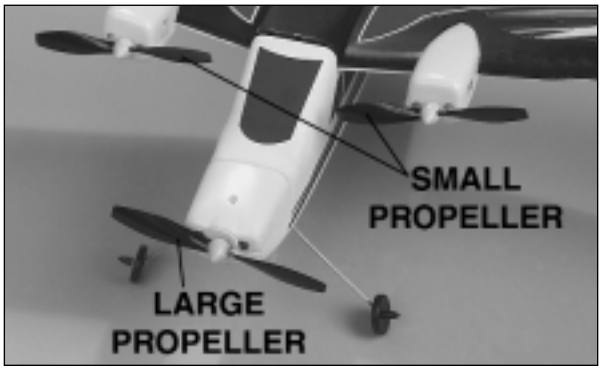
INSTALL THE LANDING GEAR

❑ 1. Turn the fuselage upside-down and remove the screw from the landing gear plate. Remove the landing gear plate from the fuselage.



❑ 2. Insert the landing gear wire into the slot in the fuselage. Reinstall the landing gear plate and secure it with the small screw.

INSTALL THE PROPELLERS



❑ The Sky Trick comes with one large and two small propellers. Press the small propellers onto the motors on

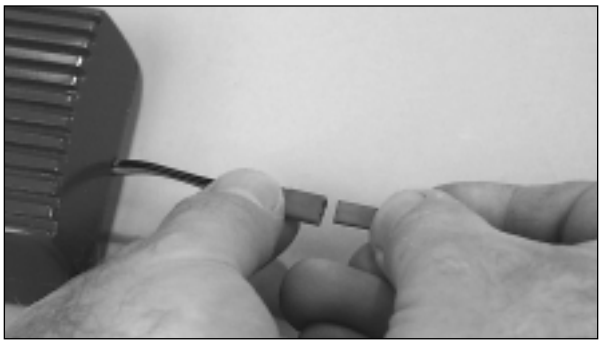
the wing. Press the large propeller onto the motor at the front of the fuselage. To prevent the prop from hitting, be sure to leave a space, approximately 1/16", between the propellers and the front of the motor covers and fuselage.

INSTALL THE TRANSMITTER BATTERIES

❑ The transmitter that controls your airplane requires power, in the form of eight “AA” batteries. To install the batteries, just turn over the transmitter, remove the battery hatch and install the batteries following the diagram inside the battery compartment. Reinstall the battery hatch, switch on the transmitter and check the LED’s on the front of the transmitter. If both the red and green lights are on, it is safe to fly. If only the red light is on, you need to install fresh batteries.

CHARGE THE MOTOR BATTERY

❑ 1. Plug the battery charger into a 12 volt power outlet in a vehicle.



❑ 2. Remove the battery pack from the box. Plug the battery pack into the charger connector. Be careful - the battery pack will plug in only one way.

❑ 3. Rotate the timer knob on the charger to 20 minutes.

❑ 4. IMPORTANT! NEVER LEAVE A CHARGING BATTERY UNATTENDED.

❑ 5. During charging, feel the battery 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.

❑ 6. After each flight, remove the battery pack from the airplane and allow it to cool completely before recharging.

SAFETY PRECAUTIONS FOR CHARGING BATTERIES

1. Never leave a charging battery unattended.

2 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.

3. If you ever use a different battery charger, charge this battery pack only at a maximum charge rate of 1/2 amp. A higher charge rate will charge the battery pack too quickly and heat up the wires.

4. 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.

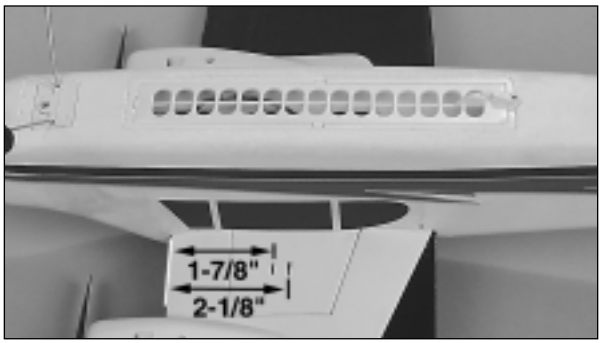
BATTERY RECYCLING

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.

This product contains a chemical known to the State of California to cause cancer and birth defects or other reproductive harm.

CHECK THE BALANCE OF YOUR MODEL

Note: This section is VERY important and must NOT be omitted! A model that is not properly balanced will be unstable and possibly unflyable.



After the battery pack is charged, turn the Sky Trick upside-down and remove the battery hatch cover. Insert the battery pack inside the fuselage. Do not plug the battery pack into the connector inside the fuselage. Reinstall the battery hatch cover.

Place marks on the bottom of the wing 1-7/8" and 2-1/8" back from the front of the wing, next to the sides of the fuselage. Turn the airplane right-side up. Try balancing the airplane on your finger tips, **between** these marks. This is where the model should balance for your first flights. We also found that most of our test models balanced at this point without having to add weight to the nose or tail. If it does not balance within these marks, weight will need to be added to the nose or tail. At most hobby shops, you can purchase stick-on lead weight made specifically for balancing airplanes.

HOW DOES THE SKY TRICK WORK?

Your transmitter controls the altitude of the airplane by operating all three motors and the direction of the plane by turning off either the left or right motor.

❑ 1. First switch on the transmitter and make sure the green and red lights are on.

❑ 2. Open the battery hatch on the bottom of the fuselage and plug the battery pack into the plug in the fuselage.

❑ 3. Reinstall the battery hatch cover. **CAUTION:** Stay clear of the propellers once the battery pack is plugged in.

❑ 4. Have an assistant hold the Sky Trick while you move the left stick on the transmitter forward, or away from you. All three motors will run. When flying, with all three motors running, the plane should climb at a 10° to 15° angle. Release the left stick and all three motors will stop. In flight, the Sky Trick will start to glide and slowly descend to the ground.

❑ 5. Moving the right stick to the right, the center and left motor will run. This will cause the plane to turn to the right in flight.

❑ 6. Moving the right stick to the left, the center and right motor will run. This will cause the plane to turn to the left in flight.

CHOOSE A GOOD FLYING SITE

It is best to fly on calm days, at least for your first few flights, when there's little or no wind. 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 10 miles per hour. If flown in stronger winds, the plane may be blown down wind and not have enough power to get back to you.

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 channel radio system you are. The front of your transmitter has a tag with a number on it (for example 27.145). This is the channel frequency you are using. If someone is on the same frequency, **DO NOT** switch on your transmitter until they are done flying.

5. Range check your radio before each flight. Switch on the transmitter and plug the battery pack into the Sky Trick. Have a helper hold the airplane. With the 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.

FLYING THE SKY TRICK

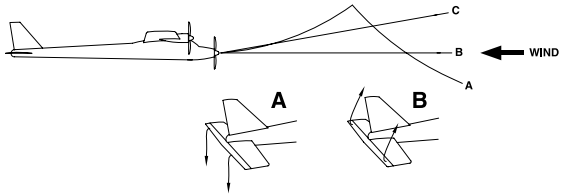
If you have never flown an R/C airplane before, we recommend that you get help from an experienced R/C pilot. Most R/C clubs have training programs that will help you learn to fly quickly. If you cannot find an experienced pilot to help you learn, the following will help you get your airplane into the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

CHECK THE ELEVATOR TRIM

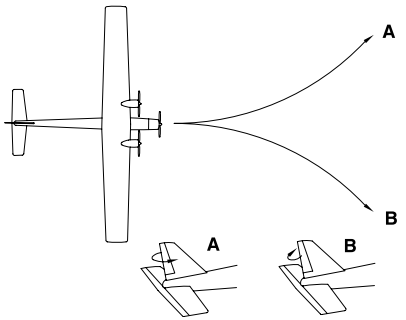
1. First, turn your transmitter power switch "ON." This immediately puts you in control.

2. Plug the battery pack into the plug in the fuselage. **Caution: Stay clear of the propellers.** Reinstall the battery cover.

3. Have an assistant toss the plane, level, into the wind. Move the left stick (throttle) forward to start the motors and then quickly release the stick. Do this two or three times and notice if the plane starts to climb steeply, climbs shallow or flies level when the throttle stick is moved forward.



4. If the Sky Trick climbs steeply, (A) release the left stick and allow the plane to glide in for a landing. Move the elevator down 1/32". If the plane flies level, (B) move the elevator up 1/32". Repeat steps 4 and 5 until the plane climbs at a shallow angle (C) (10 to 15 degrees).



5. Again, have an assistant toss the plane, level, into the wind. With the motors off, check that the plane flies straight. If it does not, adjust the rudder slightly, no more than 1/32". Continue hand launching the plane until it flies straight.

6. Once the Sky Trick is trimmed so that it climbs properly and glides straight, it is time to fly.

7. Again, have an assistant help with the launch. Move the throttle stick forward so that all three motors are running. Have your assistant launch the plane into the wind.

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

9. To turn the Sky Trick, quickly move the right stick left or right and release it. Do this several times in a row

until the plane has turned. If you **hold** the right stick, instead of releasing it, the plane will turn tightly and lose altitude. When the Sky Trick 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.

10. 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.

11. 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.

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

IT'S NOW TIME TO LAND

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 Sky Trick will get approximately 5 to 7 minutes of flight, at full throttle, on a fully charged battery before the motors stop. 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.

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

3. To land the Sky Trick, fly down wind, past the landing area, a few hundred feet. Gently turn into the wind and turn the motors off. The plane will start to come down. If it appears that the Sky Trick will be short of the landing area, turn the motors back on for a couple of seconds to lengthen your approach.

4. As the Sky Trick slowly descends, use the right stick to control the direction. The Sky Trick will just about land itself. All you need to do is control its direction.

AFTER THE FLIGHT

Unplug the battery from the plane and remove it from the battery compartment. Then, switch the transmitter off. Allow the motor 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.

PART LIST

Replacement parts for your Sky Trick

Stock Number	Description
HCAA3450	Tail Set
HCAA3452	Wing Set
HCAA3454	Fuselage Set
HCAA3456	Decals
HCAA3458	Motor Housing / Cover
HCAA3459	Battery Door
HCAM7105	Antenna (TX)
HCAP0120	12V DC Charger
HCAP6008	Battery
HCAQ3310	Propellers (3)
HCAQ3312	Landing Gear

OTHER ITEMS AVAILABLE FROM HOBBICO

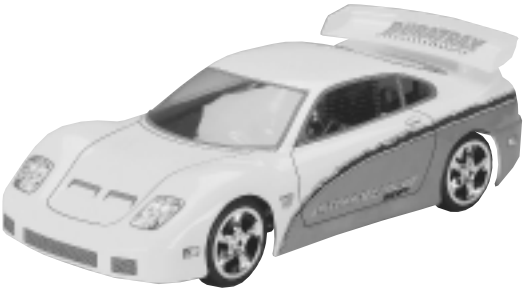
Hobbico FLYZONE Aero Cruiser™ Electric

The 37.5" span Aero Cruiser features factory-built main sections, along with assembly tools AND a video that

shows how it's done. A 380 motor, electronic speed control w/auto cut-off, 8.4V NiMH battery are installed for you — and an AC charger and two props are included. The "RTF" includes a 3-channel transmitter and requires only 8 "AA" cells. The "ARF" is identical in building ease, but requires a 3–4 channel radio w/2 standard or mini servos. **HCAA2004/2011**

Hobbico FLYZONE Speed Pilot™
Newcomers to radio-control flying get a great head start with the Speed Pilot: It flies slow and steady, comes almost entirely factory-built, and includes nearly everything you need – 2-channel radio, 380-size motor, on/off switch with auto cut-off, rechargeable 8.4V NiMH battery, AC charger, two propellers, instructional video and even tools for fast final assembly! **(HCAA2012)**

Hobbico FLYZONE A6 Intruder Electric Free Flight Jet
Modelers as young as 10 years of age can experience the thrill of electric jet flight with the A6 Intruder. Its one-piece fuselage arrives with ducted fan unit and powerful electric motor already installed. In as little as five minutes, it's ready for takeoff! You can launch easily by hand – and everything required for flight is supplied except for only 6 "C" batteries. **HCAA0360**



DuraTrax® Street Force™ GP 4WD RTR
Straight from the box, the Street Force GP offers you a prebuilt chassis, prepainted body, Velocity .15 engine, 2-channel pistol radio with "AA" cells – and more: a 250cc fuel bottle and alkaline battery powered glow starter; purple-anodized tuned pipe and manifold; 2-speed tranny; AND a FREE engine video. What's left to do? Add fuel – and blow the wheels off of your competition! **DTXD50****

DuraTrax Maximum ST™ Nitro RTR
This ready-to-run can be ready to go in as little as 20 minutes – and includes Stress-Tech™ parts protected by a "Replace it FREE" guarantee against breakage! Fully assembled, it includes a painted and trimmed body and a 2-channel radio with "AA" cells. Radio gear and a recoil-started TORQ™ 12 engine are already installed. A FREE video shows proven engine break-in and tuning tips! **DTXD60****

BUILDING NOTES

Kit Purchased Date: _____

Where Purchased: _____

Date Construction Started: _____

Date Construction Finished: _____

Finished Weight: _____

Date of First Flight: _____

FLIGHT LOG