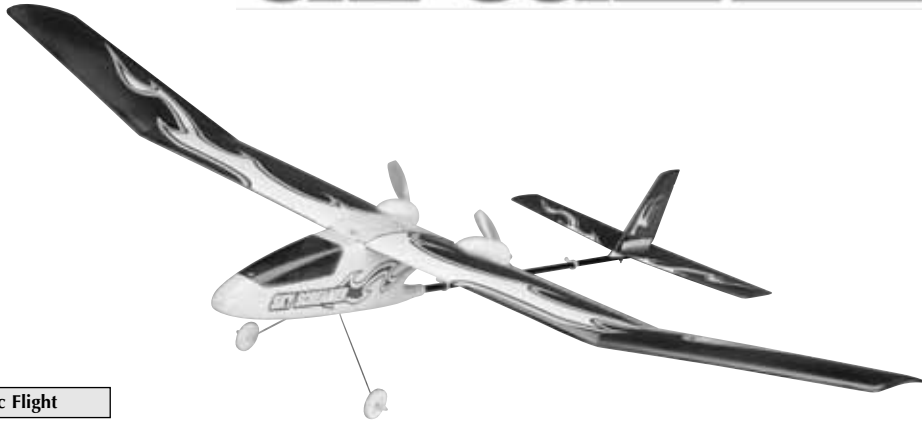


COMPLETE RTF AIRPLANE



FLYZONETM
by **HOBBICO**[®]

SKY SCREAMERTM



Quiet Electric Flight

Radio-Controlled Model

Requires 8 "AA" and 6 "D"
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 this model.

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 model. 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 SKY SCREAMER™ 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 5 mph) 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 SKY SCREAMER.

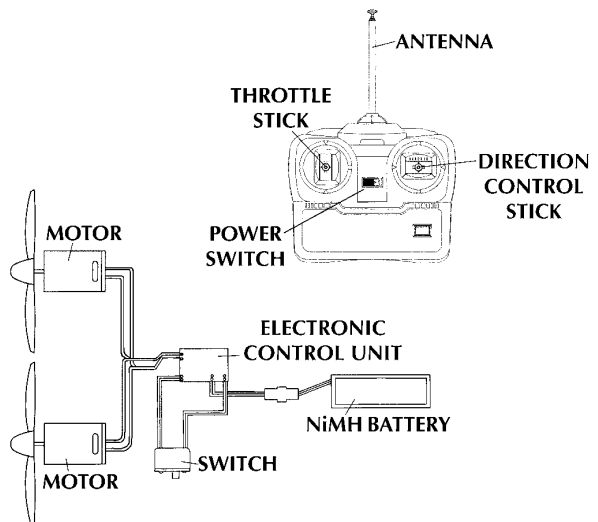
GLOSSARY

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 only 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.



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.
<input type="checkbox"/> 1. Transmitter Antenna.....	1
<input type="checkbox"/> 2. Transmitter.....	1
<input type="checkbox"/> 3. Fuselage	1
<input type="checkbox"/> 4. Charger.....	1
<input type="checkbox"/> 5. Wing	1
<input type="checkbox"/> 6. Horizontal Stabilizer.....	1
<input type="checkbox"/> 7. Landing Gear.....	1
<input type="checkbox"/> 8. NiMH Battery	1

<input type="checkbox"/> 9. Fin	1
<input type="checkbox"/> 10. Screwdriver	1
<input type="checkbox"/> 11. Propellers	4
<input type="checkbox"/> 12. Wrench	1

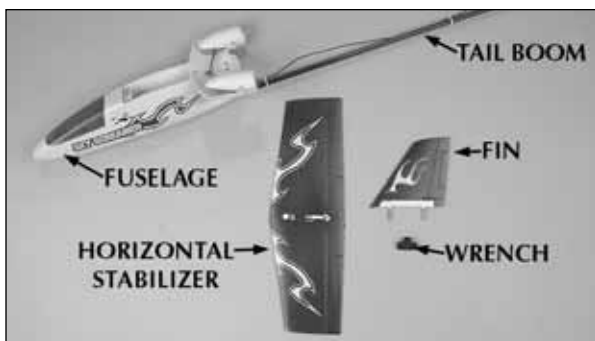
ITEMS NOT SHOWN

Part Name	Qty.
<input type="checkbox"/> Spare Wing.....	1
<input type="checkbox"/> Spare Tail Set	1
<input type="checkbox"/> Instruction Manual	1
<input type="checkbox"/> Instruction Video	1

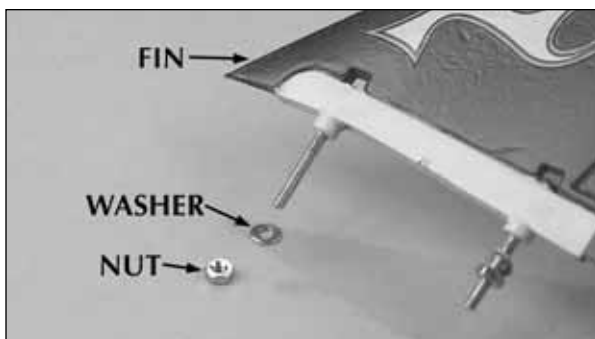
Welcome to the world of R/C Aero modeling. You will find your new hobby to be exciting, very interesting, and most of all, a lot of fun. You have purchased, quite possibly, the best flying, the most reliable, and the easiest flying R/C airplane available today. Be sure to follow the written instructions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

ASSEMBLY INSTRUCTIONS

INSTALL THE HORIZONTAL STABILIZER & FIN



❑ 1. Locate the fin, the fuselage, the horizontal stabilizer and the wrench.



❑ 2. Remove the small nuts and washers already placed on the threaded shafts located on the bottom of the fin.



❑ 3. Carefully place the threaded shafts through the holes in the horizontal stabilizer as shown in the photo above. **Note:** Make sure the fin is placed through the horizontal stabilizer with the decals up as shown above.



❑ 4. Insert the horizontal stabilizer/fin combination through the holes in the tail boom as shown in the above photo. Make sure you place the fin on the top of the horizontal stabilizer by checking that the decals are on the top side of the horizontal stabilizer. It is also important to make sure that the fin fits completely flat against the horizontal stabilizer.



❑ 5. Replace the nuts and washers onto the threaded shafts that extend below the tail boom using the wrench supplied with the model. Do not overtighten these nuts; this could damage both the horizontal stabilizer and the

fin. Tighten them only until they are snug and will remain in place.

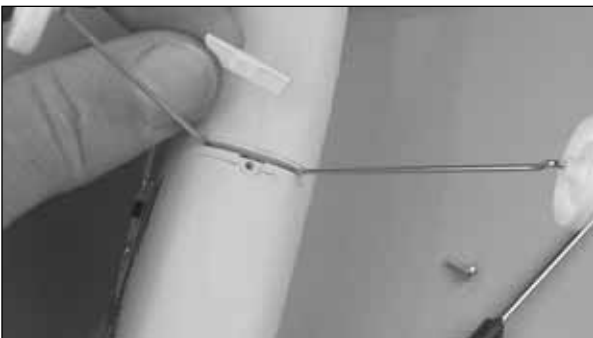
INSTALL THE LANDING GEAR



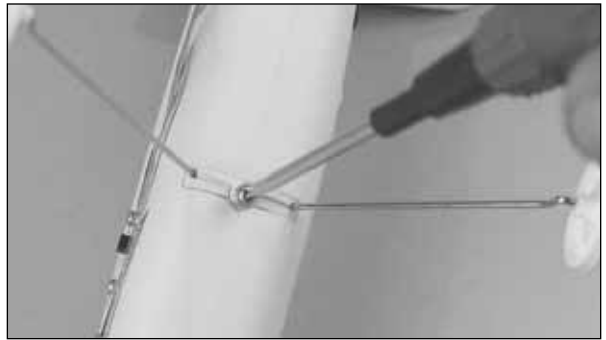
❑ 1. Turn the fuselage upside-down and remove the small Phillips screw from the landing gear plate using the screwdriver included with the airplane.



❑ 2. Remove the landing gear plate from the fuselage.



❑ 3. Slide the landing gear wire into the the landing gear slot as shown above. Install the landing gear plate over the landing gear.

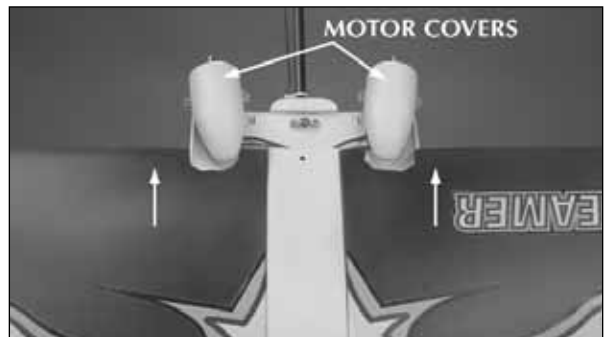


❑ 4. Secure the assembly with the small Phillips screw.

INSTALL THE MAIN WING



❑ 1. Remove the two wing mounting screws from the top of the fuselage. These screws are indicated in the above photograph.



❑ 2. Carefully slide the wing into position as shown under the motor covers. It is not necessary to remove or loosen these covers.



❑ 3. Secure the two wing mounting screws into the wing as shown in the above photograph. Do not overtighten them.

INSTALL THE PROPELLERS



❑ 1. Press the propellers onto the motors. To prevent the props from binding, be sure to leave a small space (about the same thickness of a penny), between the propellers and the back of the motor covers.

INSTALL THE TRANSMITTER BATTERIES

- **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. 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, turn over the transmitter, remove the battery hatch and install the batteries following the diagram inside the battery compartment.



❑ 3. 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. If no lights come on check to make sure that the batteries are installed correctly.

CHARGE THE MOTOR BATTERY

NOTE: DO NOT CHARGE THIS BATTERY UNLESS IT HAS BEEN FULLY DISCHARGED.



❑ 1. Before operating your Sky Screamer you will need to charge the NiMH battery pack. Remove the battery cover from the provided charger and install six new “D” size alkaline batteries as shown on the diagram inside.



❑ 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**. Make sure the red light comes on after turning the knob as this indicates that your battery is being charged.



❑ 4. After the battery pack is charged. Insert the battery pack inside the fuselage by removing the canopy. Place the battery inside the fuselage as shown above.



❑ 5. Do not plug the battery pack into the connector inside the fuselage. Reinstall the canopy.

Important Note: The charging times will increase with repeated charging. It is necessary to check the temperature of your battery during charging as it will be fully charged when the battery becomes warm to the touch. Should it become Hot to the touch, disconnect it **IMMEDIATELY**.

NEVER allow your battery pack to become hot and never leave your charger unattended while charging the battery.

BEFORE GOING TO THE FIELD

Note: Before attempting to operate or fly your Sky Screamer, please make sure you fully understand its operation outlined in this section.

SAFETY PRECAUTIONS FOR CHARGING BATTERIES

1. Make sure the battery is fully discharged before charging.
2. Never leave a charging battery unattended.
- 3 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.
4. If you ever use a different battery charger, charge this battery pack only at a maximum charge rate of 0.6 amp. 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.
6. After each flight, remove the battery pack from the airplane and allow it to cool completely before recharging.

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

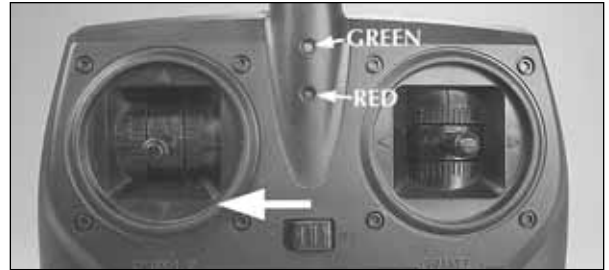
details in your area for recycling options or proper disposal.

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

HOW DOES THE SKY SCREAMER WORK?

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

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



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

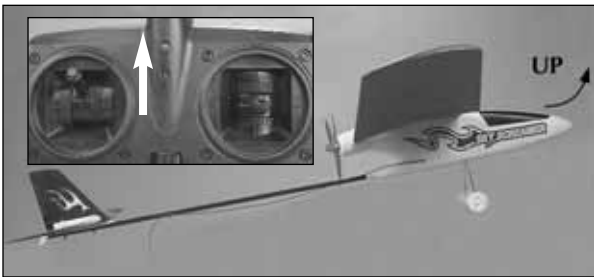


2. Open the canopy on the fuselage and plug the freshly charged battery pack into the plug in the fuselage. The plugs will only go together in the correct direction. Reinstall the canopy.

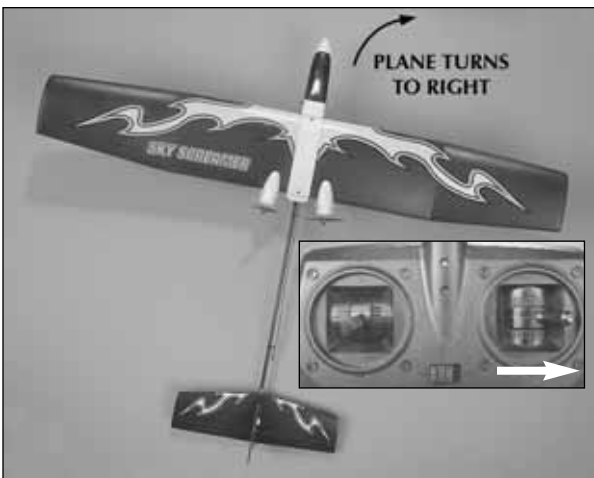


- 3. Move the switch located on the left side of the fuselage aft (rear) to the on position.

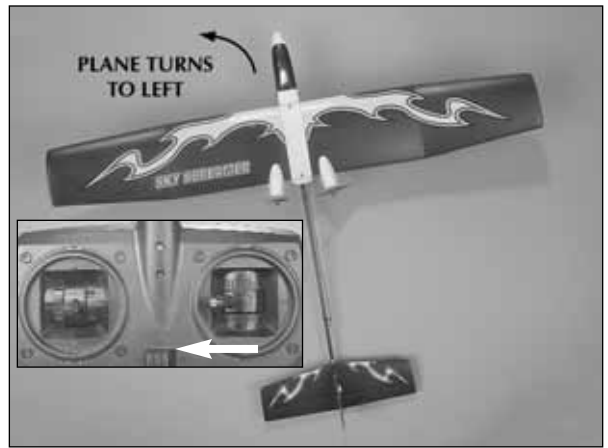
CAUTION: Stay clear of the propellers once the battery pack is plugged in and the switch turned on.



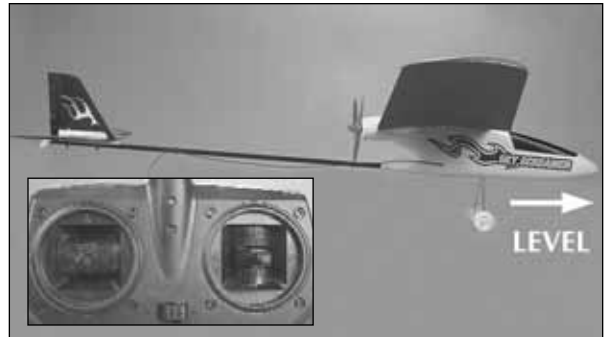
- 4. Have an assistant launch the SKY SCREAMER after you move the left stick on the transmitter forward (or away from you). Both motors will run at full power. At this setting the plane should climb at a 20° angle. Release the left stick and both motors will stop.



- 5. 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.



- 6. 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. Releasing the left stick your airplane will slowly descend for landing. Fly down wind, passed your landing spot and turn back into the wind. Release the left stick and the airplane will glide in for a landing.

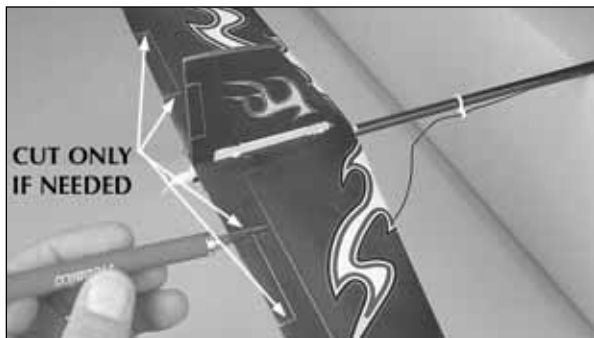
AT THE FIELD

PREPARE FOR FIRST FLIGHT

- 1. It is best to fly on calm days, at least for your first few flights, when there is little or no wind (5 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. 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.

❑ 2. Make sure the battery pack is fully charged and that the transmitter has fresh "AA" batteries installed.

❑ 3. 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. 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.

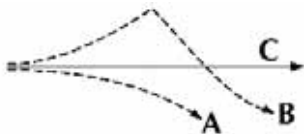


If you have an airplane that follows either path (A) or (B), cut the sides of BOTH elevators as shown in the photo above.

ELEVATOR TRIMMING

❑ 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.

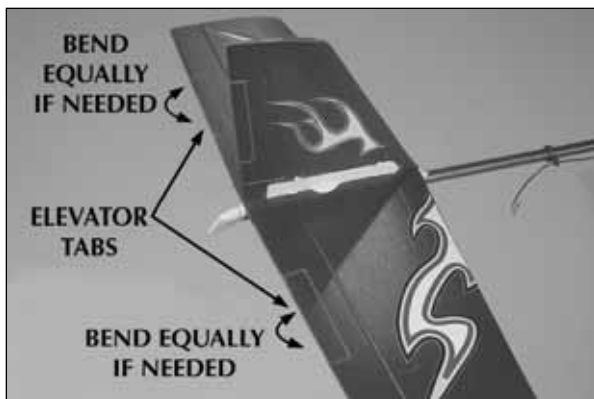
❑ 2. With the motor off, grasp the airplane fuselage and gently toss the airplane into the wind. It should glide straight ahead and settle gently to the ground. See the diagram below. If your plane dives (A) or stalls (B) follow the steps included below until you have a correct path (C).



A = Dive.
B = Stall and crash.
C = Correct flight path.

Note: If your airplane flies flat and level the first time, DO NOT make any further adjustments!

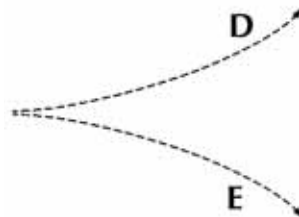
❑ 3. If your airplane does not glide on path (C), using a hobby knife, carefully cut along the sides of the elevator and top and bottom of the rudders. Repeat step 2 until proper flight is achieved.



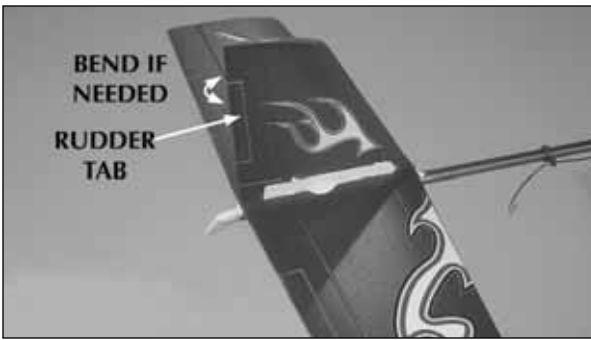
If your airplane follows path (A), bend both elevator tabs up equally.

If your airplane follows path (B), bend both elevators down equally.

RUDDER TRIMMING



D = Airplane turns left.
E = Airplane turns right.



If your airplane turns to the right (E) during glide tests, cut the rudder top and bottom and bend the rudder to the left.

If your airplane turns to the left (D) during glide tests, cut the rudder top and bottom and bend the rudder to the right.

RANGE CHECK

1. Range check your radio before each flight. Switch on the transmitter and plug the battery pack into the SKY SCREAMER. 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. **Do not cut the antenna wire on the plane.**

FLYING THE SKY SCREAMER

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. Plug the freshly charged battery pack into the plug in the fuselage. Reinstall the canopy and move the switch to the on position. **Caution: Stay clear of the propellers.**

3. Have an assistant help with the launch. Move the throttle 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 20° angle for a few seconds before turning it. This will allow the plane to gain altitude and air speed.

5. To turn the SKY SCREAMER, move the right stick, left or right until the plane has turned. When the SKY SCREAMER 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.

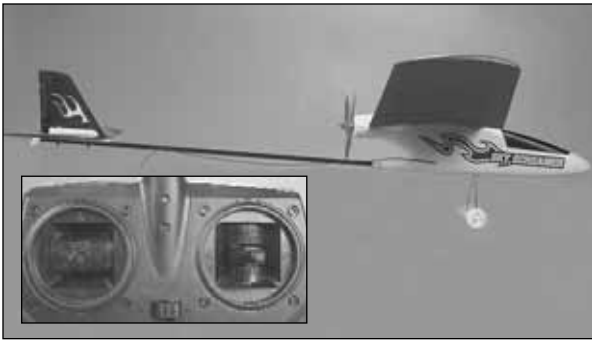
7. Don't let the airplane get too far away from you. The farther away it is, the harder it is to see what the plane is doing.

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 SKY SCREAMER 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 SCREAMER reacts. This will give you an idea how the plane will react during landing.

3. To land the SKY SCREAMER, 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 SCREAMER 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 SKY SCREAMER slowly descends, use the right stick to control the direction. The SKY SCREAMER 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 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.

PARTS LIST

Replacement parts for your SKY SCREAMER.

To order replacement parts for your SKY SCREAMER, 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

Before starting to build, take an inventory of this kit to make sure it is complete, and inspect the parts to make sure they are of acceptable quality. 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
HCAA3483	Tail Set
HCAA3480	Main Wing Set
HCAA3489	Fuselage
HCAA3486	Motor Covers (2)
HCAA3485	Canopy
HCAG3476	Motors (2)
HCAM7111	NiMH Battery
HCAQ3480	Propeller
HCAQ3481	Landing Gear
HCAP9910	Field Charger

Cut out and tape to back of transmitter.

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 red and green lights are on.
4. Remove the canopy and plug in the airplane battery.
5. Install the canopy.
6. Move the switch on the airplane to the "ON" position.
7. With an assistant, range check the radio system.
8. Move the left stick forward and launch the airplane.

AFTER LANDING

1. Switch off the airplane.
2. Switch off the transmitter.
3. Check over the airplane making sure nothing came loose.