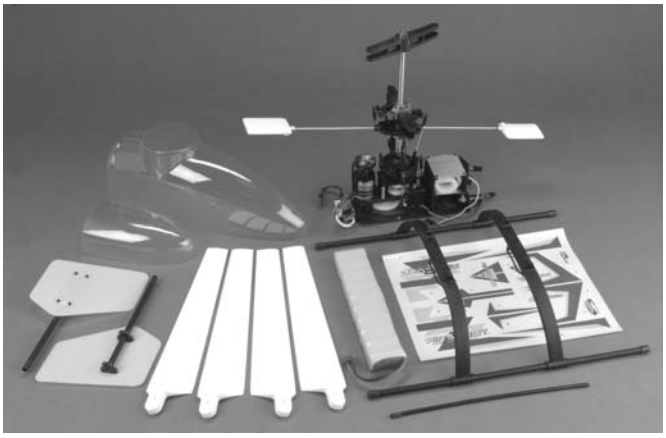
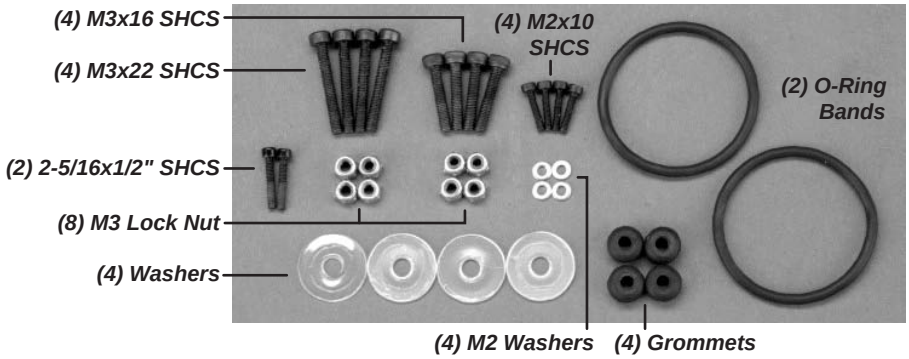
AirScoot™ Hobby Model
Assembly Manual



Tools Required
(for Standard Assembly)

- **(1) 1.5mm Hex Key**
- **(1) 2.0mm Hex Key**
- **(1) 2.5mm Hex Key**
- **(1) 5.5mm Driver or Wrench**

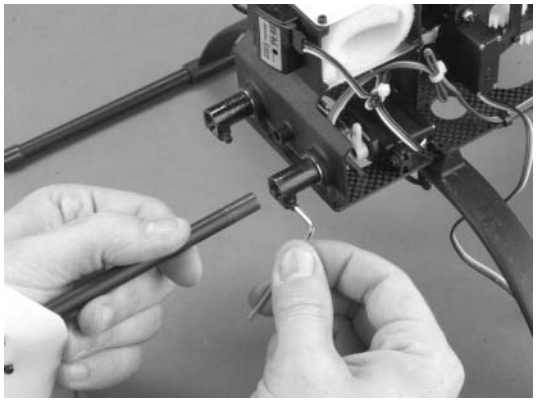


DO NOT ATTEMPT TO OPERATE THE AIRSCOOT HOBBY MODEL WITHOUT FIRST READING AND UNDERSTANDING THE SAFETY GUIDELINES BELOW.

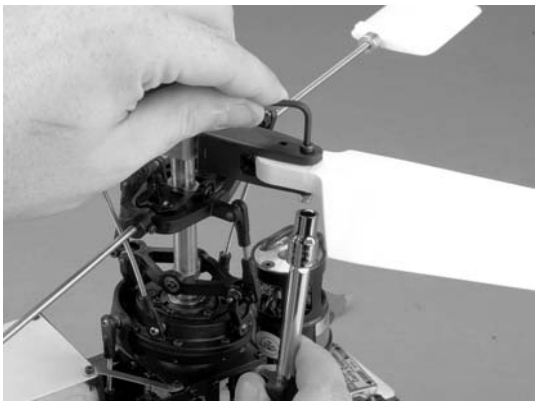
AIRSCOOT SAFETY

- CAREFULLY READ THIS MANUAL IN ITS ENTIRETY. Failure to follow the safety rules identified on this sheet may result in serious personal injury. SAVE THESE INSTRUCTIONS for future reference.
- Carefully follow the AirScoot Assembly Instructions included with the model. FAILURE TO PROPERLY ASSEMBLE THE MODEL MAY RESULT IN SERIOUS HARM.
- Read and carefully follow the manufacturer's instructions for your remote control.
- ALWAYS USE CAUTION. Make sure people around you know you are launching and flying a hobby model. ALWAYS FLY IN AN OPEN AREA (at least 50'x50' open area recommended for beginners).
- DO NOT FLY near an airport; near airplane routes; high voltage wires; in temperatures below freezing; above or into people, vehicles, or buildings; in strong wind, bad weather, or hazardous situations.
- DO NOT CONNECT THE BATTERY PACK to the Speed Controller before turning the Transmitter ON. DO NOT turn the Transmitter OFF until the Battery Pack has been disconnected from the Speed Controller.
- DO NOT TOUCH rotor blades while in motion and always keep model away from your face when battery pack is connected.

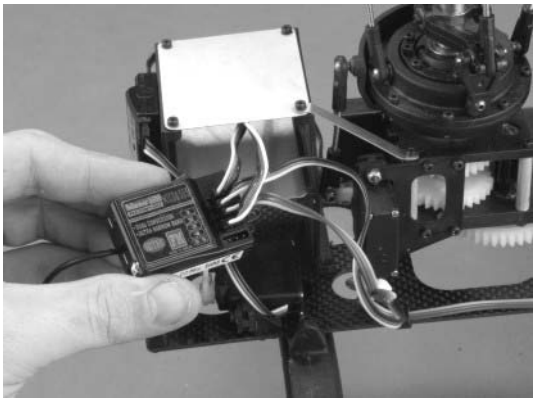
STEP 1 Attach the Base Plate to the Landing Gear Assembly using (4) M3x16 SHCS and (4) M3 Lock Nuts, 2.5MM Hex Key and 5.5MM Socket as shown.



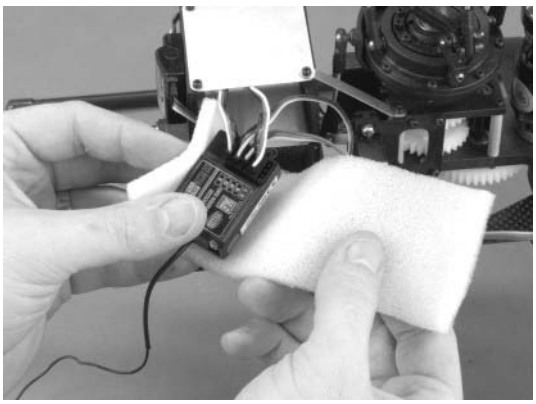
STEP 2 Attach the Tail Fins to the Base Plate by inserting the Tail Fin Tubing into the existing socket (align fins vertically) and secure using a 2-5/16x1/2" SHCS and 2.0MM Hex Key. (Repeat process for remaining Tail Fin).



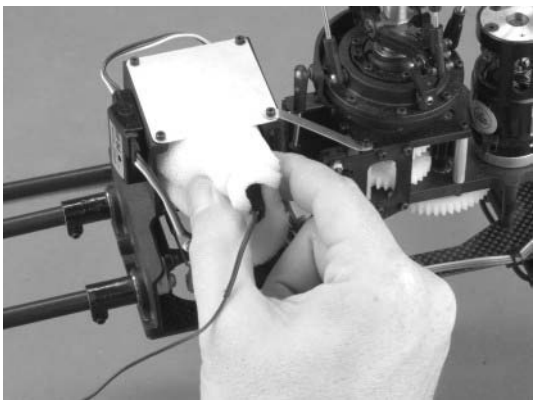
STEP 3 Attach the Upper and Lower Rotor Blades using (1) M3x22 SHCS and (1) M3 Lock Nut per blade and 2.5MM Hex Key and 5.5MM Socket until snug and then loosen 1/2 turn. Blades should NOT be tight.



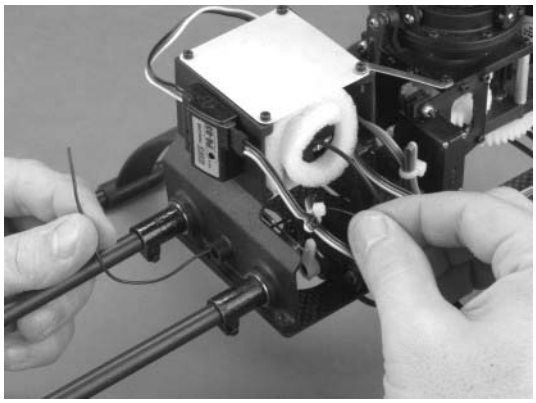
STEP 4 Attach the Speed Control (#3), Rate Gyro (#4), Pitch (#2) and Roll (#1) Servos to the Receiver (not included) in the slot number indicated. See Appendix A to identifiy Control and Servo sources.



STEP 5 Wrap the connected Receiver in the foam rubber as shown.

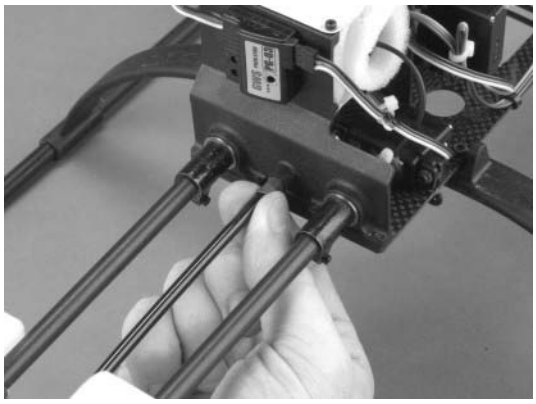


STEP 6 Insert the wrapped Receiver into the upper compartment of the Tail Mount Panel with the Antenna Wire exposed as shown.

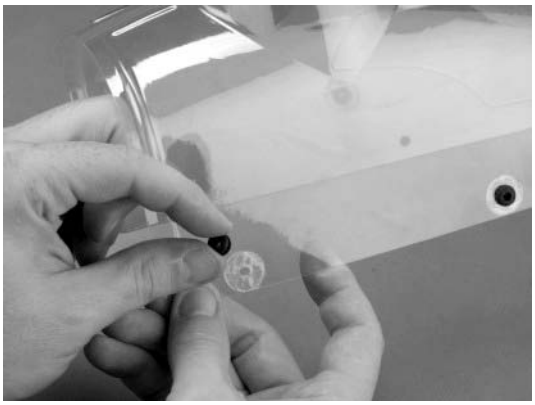


STEP 7 Feed the Receiver Antenna Wire through the center hole of the Tail Mount Panel.

STEP 8 Feed the Receiver Antenna Wire completely through the Antenna Protective Tubing (This step may require a firm piece of straight wire as a guide or pull).

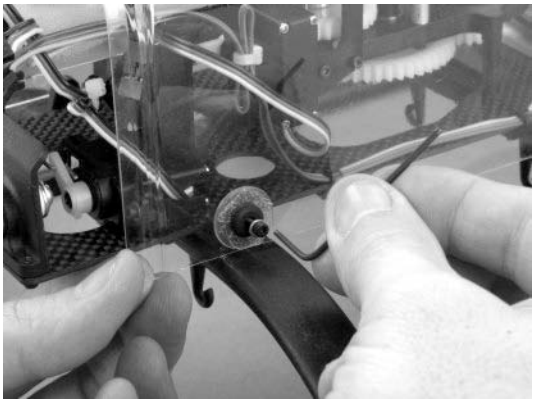


STEP 9 Slide the flexible band on the Antenna Tubing until it just extends past the end of the tubing. Insert the tubing into the Tail Mount Panel. Check the antenna wire from Receiver to the Tubing for any obstructions.



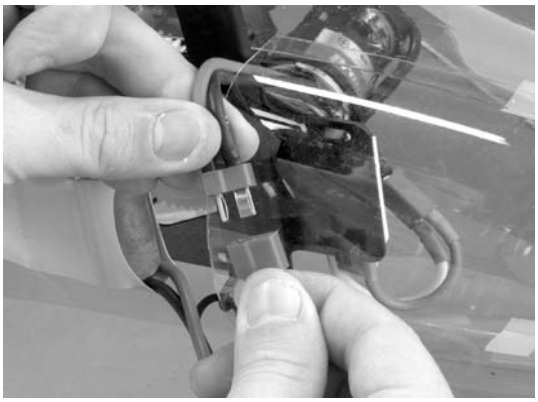
STEP 10 (**See Appendix B** for fairing finishing instructions before installing washers). Using a hobby adhesive, attach (4) Plastic Washers to the inside of the fairing over the existing holes. Once secure, insert (4) Rubber Grommets.

STEP 11 Separate the rear portion of the Fairing Assembly and slide around the Main Rotor Assembly.

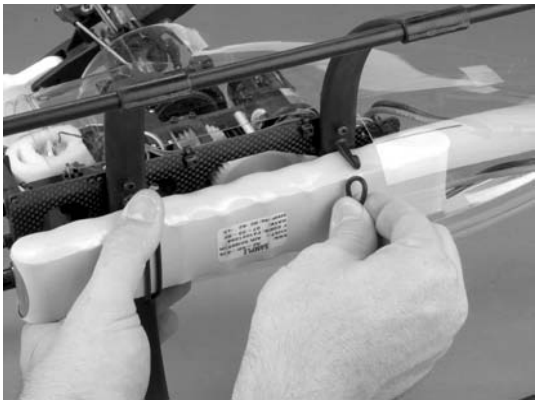


STEP 12 Attach the Fairing to the Landing Gear Assembly using (4) Socket Head Cap Screws and M2 Washers as shown.

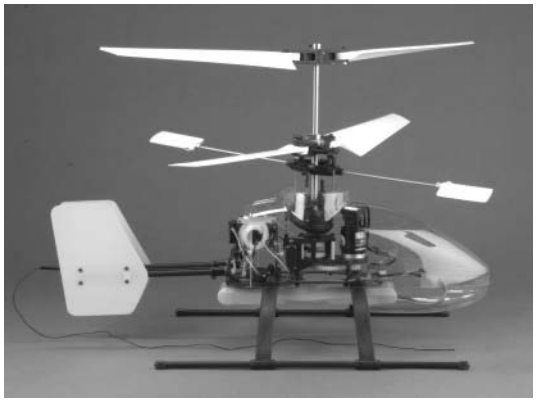
STEP 13 Attach a charged 10-Cell 2400mAh Battery Pack (charger not included) to the bottom of the Base Plate using (1) O-Ring Band as shown.



STEP 14 Connect the Battery Pack to the Speed Control. DO NOT make this connection unless Transmitter is ON and immediate flight or checks (receiver channel connections, transmitter channel reverse, linkage adjustments, etc.) are planned. Always remove the blades when checking. Always disconnect immediately (with Transmitter ON) after flight or checks.

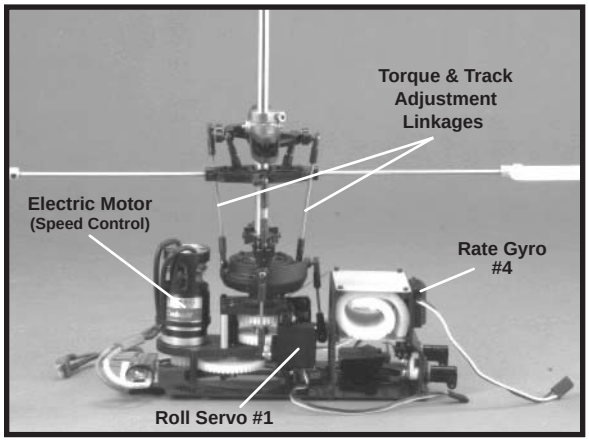


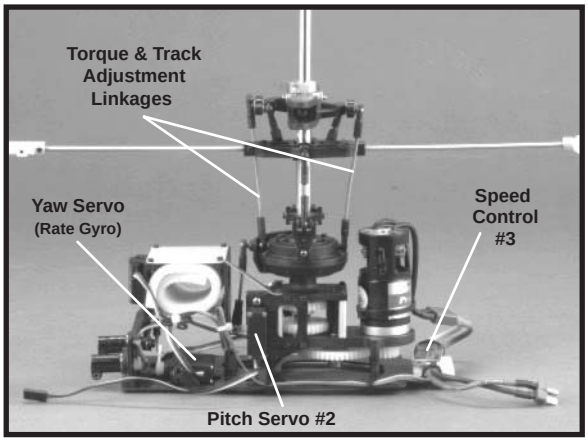
STEP 15 Slide the connected Battery Pack forward into the nose of the fairing and secure with the remaining O-Ring Band. Note: The center of gravity of the AirScoot needs to be directly under the rotor shaft. Slide the battery around until the proper center of gravity is achieved.



Assembly is complete. BEFORE ATTEMPTING TO FLY THE AIRSCOOT READ THE COMPLETE APPENDIX SECTION OF THIS MANUAL.

Appendix A - Control, Servo & Yaw Adjustment Locations





Appendix B - Fairing Assembly

PAINTING (Recommended) Mask off the interior of the windshield area using Auto Detail Masking Tape (not regular masking tape) following the outline in the clear plastic. Use a razor blade or utility knife to round corners as needed (Be careful not to score the fairing). For best results, heat the masked area with a hair dryer and firmly press all edges and overlapping areas of tape to eliminate any bleeds under the tape. Completely mask the outside of the fairing (Upper and Lower Fairing Parts) to elminate overspray. Paint the inside of both fairing parts using a spray enamel paint of your choice. Note: Certain fairing colors may effect the color or visibility of the decals (example: yellow on the decals may appear green if placed on a blue fairing). For a uniform look, paint the tail fins to match the fairing. Remove masking and clean as needed.
ASSEMBLY (Recommended) Use double-stick tape on the inside lip of the Upper Fairing to secure the Lower Fairing. Another option is to use adhesive Velcro strips or circles or an adhesive such as Goop (available at most hardware stores).
DECALS (Recommended) Clean fairing with a lint-free cloth and glass cleaner to remove any oils or finger prints and apply decals as shown on cover. For best results, position decals while fairing is wet with glass cleaner (or soapy water) and smooth out air bubbles.

Appendix C - Torque Adjustment (to eliminate "spin")

Slight adjustments to the Torque and Track Adjustment Linkage (see Appendix A) may be required to eliminate any flight tendencies of "spin" and achieve a precise and smooth hover. **STEP 1:** Remove both tail fins. **STEP 2**: Remove one end of the Torque & Track Adjustment Linkages from the ball joint. **STEP 3: S**ecure the threaded portion of the linkage using pliers. **STEP 4:** To eliminate Counterclockwise "spin" of the craft, lengthen both linkages equally using full turns (For clockwise "spin" shorten the linkages equally). **STEP 5:** Re-attach the Torque & Track Adjustment Linkages. **STEP 6:** Check adjustment by doing a short hop from a smooth surface or while model is mounted to a "Lazy Susan" type device. **STEP 7:** Reinstall tail fins once satisfied. **NOTE:** This process may have to be repeated until the precise length needed is achieved. Blade tracking is factory-set and should not need further adjustments.

Appendix D - Recommended Transmitter Control Settings

Not all transmitters have the same channel arrangement and some channels may need to be reversed. When using the 4-Channel Hitec Laser Transmitter purchased from AirScooter Corporation, remove the battery cover from the transmitter base and set as shown before attempting flight. Always consult your transmitter manual. **Standard Settings:** Right Stick Forward makes the model go f orward (Pitch), Right Stick Left or Right makes the model Roll Left or Right, Left Stick forward makes the model climb, Left Stick Left or Right makes the model rotate (Yaw) counter-clockwise or clockwise.

Appendix E - Flight Tips for Beginner Pilots

We recommend all beginner pilots use "training wheels" until comfortable with both the model and the control. Simply cross two lengths (at least 36") of wood or fiberglass rod and secure to the landing gear skids as shown at right using rubber bands or pull-ties. This minimizes potential roll-over, offering additional protection from major damage while training. We also recommend that you not attempt flight above 10-12" in elevation until you have eliminated any "spin" tendencies of the craft (see Appendix C) and are comfortable with the model and control. DO NOT attempt flight in wind conditions greater than 5 mph and/or gusty conditions. Until you have mastered control of the craft, do not attempt to take-off or land on grass; a smooth concrete surface is best for beginners; and always check the entire area (ground and air) for any obstructions or hazards before attempting flight.

WARNING

DO NOT ATTEMPT TO FLY THE AIRSCOOT HOBBY MODEL WITHOUT READING THE COMPLETE AIRSCOOT SAFETY SECTION ON THE COVER OF THIS MANUAL AND ALL SAFETY AND OPERATION MANUALS FOR ALL ACCESSORY PRODUCTS (TRANSMITTER, RECEIVER, ETC.).

WHILE THE AIRSCOOT'S DESIGN MAKES IT INTUITIVE TO FLY, A CLEAR UNDERSTANDING OF THE CONTROL SYSTEM AND PRACTICE TIME ARE REQUIRED FOR THE BEGINNER AND RECOMMENDED FOR THE EXPERT HOBBYIST.