

Phase 3 Fun Flyers BOMBERS



[HTTP://WWW.PHASE3MODELS.COM](http://www.phase3models.com)

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Features and Specifications:

- **Wing Span:** 483mm (19 Inches)
- **Length:** 362mm (14.25 Inches)
- **Weight RTF:** 95 Grams
- **Functions:** Right/Left Variable Motor Control
- Ready to Fly - Fly Almost Anywhere
- Flies for Over 5 Minutes
- Includes 5 Cell 150mAH NiMH Battery

This radio controlled aircraft is not suitable for children under 6 years of age.

Product Numbers
FF100 AND FF101

OPERATING INSTRUCTIONS

Phase 3 Fun Flyers Bombers are small, outdoor, radio controlled flying model aircraft. Each Bomber is powered by two electric motors and a rechargeable Nickel Metal Hydride (NiMH) flight battery. The Bombers' power and direction are controlled by the two variable-speed motors. Everything is included for flight except 8 AA Alkaline batteries for the transmitter.

SECTION 1: PARTS IDENTIFICATION

Upon opening the box, double-check that you have all of the parts listed here:



• Bomber with Motors & Propellers



• NiMH Flight Battery



• Transmitter with Aerial & Flag



• Charge Cable



• Landing Gear

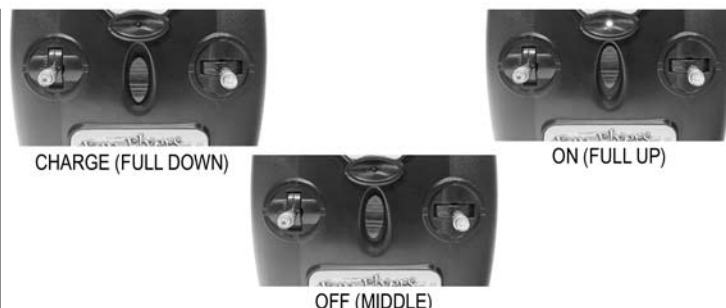
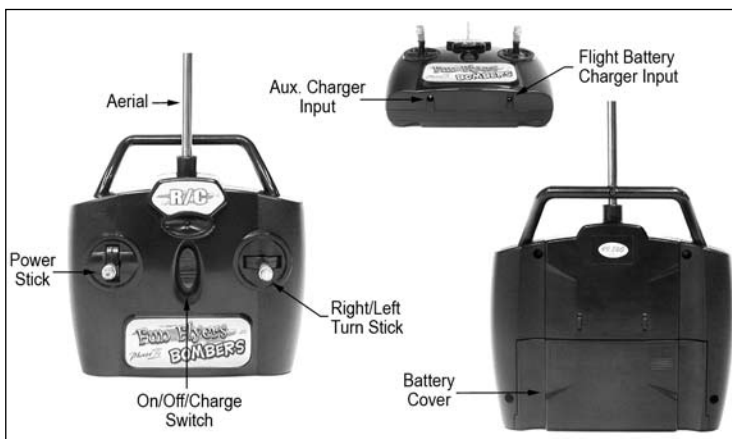
If any parts are missing or damaged, please contact your local Phase 3 Distributor, They will be able to help you get replacement parts or answer any questions that you might have. You can also visit www.phase3models.com

AVAILABLE REPLACEMENT PARTS

To order replacement parts, please contact your local Phase 3 Distributor.

- Pt No. FF1972 5 Cell 150mAH NiMH Battery
- Pt No. FF1975 Propellers
- Pt No. FF5700 Transmitter Aerial
- Pt No. FF1983 Landing Gear
- Pt No. FF1901 Charge Cable

SECTION 2: BECOMING FAMILIAR WITH THE TRANSMITTER/CHARGER



The On/Off switch has three different positions. All the way up is the "ON" position, in the middle is the "OFF" position and all the way down is the "CHARGE" position.

SECTION 3: GETTING READY TO FLY

1



Push the aerial down into the moulded hole in the top of the transmitter, then thread it (clockwise) into place and tighten it **gently** until it stops. Do not force the aerial into place or tighten it too tightly. Doing so could cause damage to the aerial and/or transmitter. Clip the flag to the top of the aerial.

2



Remove the battery cover and install 8 fresh AA Alkaline batteries into the transmitter, being careful to make sure that the polarity is correct for each battery. After double-checking that the batteries are installed correctly, reinstall the battery cover, making sure that it's firmly seated into place.

3



Push each landing gear assembly into the slots in the bottom of the aircraft. Notice that the landing gear wires are angled - make sure that when you install them that the landing gear angles forward.

4



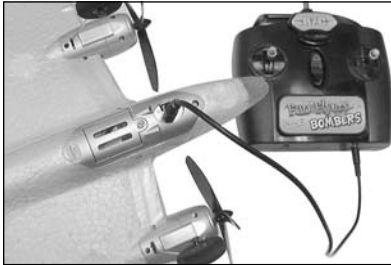
Use a small screwdriver to remove the screw holding the flight battery door in place on the bottom of the fuselage, then remove the battery door.

5



Make sure that the On/Off switch on the bottom of the aircraft is in the OFF position, then plug the flight battery into the connector inside the aircraft and push the flight battery into the battery mount. Note that there is a piece of Styrofoam in the battery mount. Do not remove it. It should be behind the flight battery. Re-fit the battery cover and screw.

SECTION 4: CHARGING THE FLIGHT BATTERY



- The flight battery charger is built into the bottom of the transmitter. To charge the flight battery, make sure that the ON/OFF switch on the bottom of the aircraft is in the "OFF" position, then plug one end of the charge cable into the charger input in the bottom of the transmitter and the other end of



the cable into the charger input on the bottom of the aircraft, making sure that both ends are firmly seated. Move the ON/OFF switch on the transmitter down to the "CHARGE" position. The indicator light on the front of the transmitter will blink on and off indicating that the flight battery is charging.

- While the indicator light on the front of the transmitter is blinking, the flight battery is being charged. The indicator light will go out after the charging process is complete - approximately 10 - 15 minutes, depending on how discharged the flight battery is. If the flight battery is not completely discharged, the charge time will be shorter.

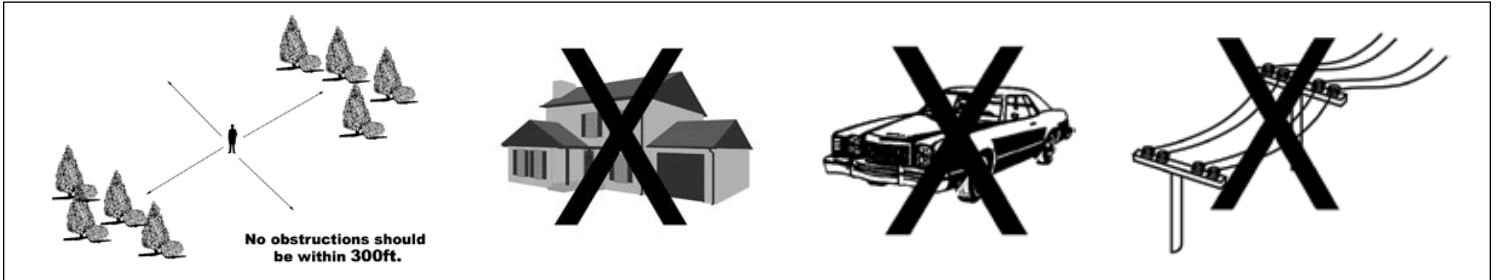
CHARGING SUGGESTIONS AND WARNINGS

- After 2 -3 flights, the flight performance of the aircraft will improve. This is because the flight battery will have been "cycled" and therefore will produce more power.
- The flight battery is a Ni-MH type. Do not use this battery for any use other than flying this aircraft.
- Do not recharge the flight battery if it is hot. Always allow the flight battery to cool before recharging it.

- When the batteries in the transmitter are getting low, the charging process will take much, much longer than normal. When this occurs, replace the transmitter batteries with a fresh set.
- Do not solder or apply direct heat to the flight battery.
- Do not leave the flight battery in the hot sun or in a hot car.
- Always use the transmitter to recharge the flight battery. Never use any other type of charger to charge the flight battery.

SECTION 5: FLIGHT TIPS AND SAFETY

- Do not fly your aircraft if another Fun Flyer or other R/C aircraft is on the same radio frequency as you. Your transmitter transmits its signal on one of three different frequencies in the 27MHz frequency band, as indicated by the sticker on the back of the transmitter. Before flying, double-check that nobody else is flying on the same frequency that your aircraft is on.
- Do not fly in winds stronger than 5 miles per hour. The aircraft is small and lightweight, so winds higher than 5 miles per hour will make it very difficult to fly.
- The flying field you choose should be a large, open field with grass. There should not be any vehicles, buildings, power lines, trees, large rocks or anything else that your aircraft can crash into. We suggest a field that is at minimum of 100m x 100m (300ft x 300ft).

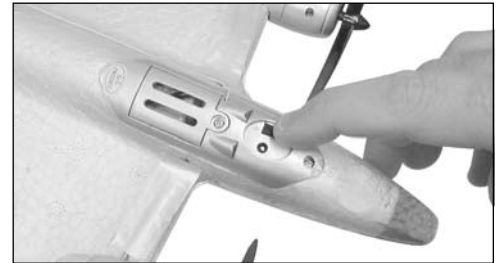


SECTION 6: FLYING YOUR FUN FLYERS BOMBER



IMPORTANT: Turn on the transmitter before turning on the aircraft. After you have finished flying, turn off the aircraft first, then turn off the transmitter.

- Turn on the transmitter by moving the ON/OFF switch to the “ON” position. The red indicator light should illuminate.
- Since you’ve already installed and charged the flight battery, simply turn on the aircraft by moving the ON/OFF switch on the bottom of the aircraft to the “ON” position.



ALWAYS LAUNCH INTO THE WIND



- Hold the aircraft in your launching hand and the transmitter in your other hand. With the aircraft held at shoulder level, use your thumb to push and hold the Power Stick all the way forward to turn on the motors. With the motors running, gently launch the aircraft into the wind, straight ahead and level.

IMPORTANT: Do not launch the aircraft up or down and don’t throw it hard. Launch the aircraft gently straight ahead & level. For best performance, always launch the aircraft directly into the wind.

- After launching the aircraft straight and level, continue to hold the Power Stick all the way forward. The motors will run and the aircraft will climb. **If the aircraft is climbing very steeply or if it isn’t climbing at all, please see the Important note below.**

IMPORTANT: If the aircraft climbs too steeply or if it doesn’t climb at all, release the Power Stick to centre it. The motors will turn off and the aircraft will descend and land. To adjust the climb angle, remove the flight battery and reinstall it with the piece of Styrofoam in front of, or behind the flight battery. If the aircraft climbs too steeply, install the piece of Styrofoam behind the flight battery. If the aircraft won’t climb, or the climb is very shallow, install the piece of Styrofoam in front of the flight battery.





- While the aircraft is climbing, you'll want to turn right or left. To turn the aircraft right while climbing, continue to hold the Power Stick fully forward, then push and hold the Right/Left Turn Stick to the RIGHT. After the aircraft has turned in the direction you want, release the Right/Left Turn Stick to centre it.

IMPORTANT: Don't hold the Right/Left Turn Stick all the way to the right for too long, or the aircraft may turn over and possibly crash. Hold the stick over for only a few seconds at a time until the aircraft is flying in the direction you want it to.

- To turn the aircraft left while climbing, continue to hold the Power Stick fully forward, then push and hold the Right/Left Turn Stick to the LEFT. After the aircraft has turned in the direction you want, release the Right/Left Turn Stick to centre it.

IMPORTANT: Because of the design of the aircraft and for ease of flying, you will find that it may take a second or two for the aircraft to start turning after you've moved the Turn Right/Left Stick. This will stop you from overcontrolling the aircraft and getting into trouble.



- Once the aircraft has climbed as high as you want it to, push the Power Stick forward **halfway**. This will slow the motors and give you "cruise" power. At this power setting, the aircraft should fly fairly level. If the aircraft is continuing to climb, release the Power Stick to turn off the motors. If the aircraft is descending, push the Power Stick fully forward. Continue to make right and left turns now without climbing, by simply "steering" the aircraft right and left by moving the Right/Left Turn Stick right and left.
- Maintaining flight is a combination of adjusting the motor speed with the Power Stick while moving the Right/Left Turn Stick to "steer" the aircraft. After a little practice, you should be able to control the aircraft's direction and altitude without much effort.
- When you're ready to land the aircraft, let go of the Power Stick to centre it and make shallow right or left turns so that the aircraft is gliding towards your landing area. If the aircraft begins to descend too steeply, apply power to slow the descent. Continue to do this until the aircraft is near the ground. When the aircraft is about 1.5m (4 feet) off the ground, push the Power Stick forward for just a second or two, then release it. Doing this will level the aircraft so that it doesn't nose down hard into the ground.

SECTION 7: IMPORTANT INFORMATION AND MAINTENANCE

- When flying your aircraft, make sure there are no other people nearby.
- Do not attempt to disassemble the transmitter, the aircraft or the Ni-MH flight battery.
- **DO NOT CUT THE AERIAL WIRE COMING OUT OF THE AIRCRAFT.**
- If a propeller breaks during landing or a crash, do not attempt to repair it. Purchase a replacement.
- Do not dispose of the Ni-MH flight battery into fire, otherwise the flight battery will explode.
- Between flights, switch off the transmitter, so you don't run down the batteries.
- Allow the Ni-MH flight battery to cool before recharging it.
- Make sure that the aircraft is turned off before charging the Ni-MH flight battery.
- After landing, check the aircraft carefully to ensure it is not damaged in any way.
- Recharge the flight battery and prepare for your next flight!

REPAIRING YOUR FUN FLYERS BOMBER

If the aircraft should break through crashing and the damage isn't too bad, it can be fixed. Glue the broken parts together using a thin layer of 5 minute epoxy or white glue, following the directions on the glue bottle. Hold the parts together and in alignment until the glue fully cures. Apply a strip of clear tape over the seams to strengthen the joint even more.

Do not use Super Glue or C/A glues as they will melt the foam.

Phase 3 Models
P.O. Box No. 402
Texaco Road PO, New Territories,
Hong Kong