Instruction Manual

AERO BIRD™ 3

RTF READY-TO-FLY

THREE CHANNEL

MM MULTI MODE

X PORT

hobbyzone®

Z2

Your Aerobird 3™ adventures are about to begin. In order to have a safe and successful experience, please read and follow this instructional manual carefully. To enhance your flying experience, we have also included an instructional DVD that will provide you with flying tips and help you learn how to perform advanced aerial maneuvers.

While easy to fly, the Aerobird 3 is not intended for beginner pilots. If you have never flown one of HobbyZone's Zone 1 or 2 airplanes or any other radio controlled aircraft, we recommend you seek the help of an experienced radio control pilot during your beginning flights. **Crash damage is not covered under the warranty.** Your Aerobird 3 is equipped with the ZX10 radio system, which utilizes 10-bit, 1024-step processing for high fidelity control. It uses a 6-channel FM receiver with industry standard 3-wire servos, along with X-Port capability for maximum expandability and reusability.

The Aerobird 3 is equipped with some exciting features, including a Multi-Mode™ Flight Control system. The controller onboard the plane is programmed with two flight modes, Sport Mode (Low Rate) and

Welcome to the World of hobbyzone®

The Place to Start™

Pro Mode (High Rate). The default Sport Mode is great for pilots transitioning from 2-channel planes and for those who want a more relaxed flying experience.

The Pro Mode changes the Aerobird 3's characteristics, and allows more aggressive maneuvers for those who want it!

The Aerobird 3 is also equipped with HobbyZone's exclusive X-Port™ feature. This allows the attachment of exciting accessories, including the Sonic Combat Module™ (HBZ4020) for air-to-air combat, and the Aerial Drop Module™ (HBZ6023), which allows items such as the parachute jumper and streamer bombs to be dropped. See page 28 for more on the X-Port.

Be sure to read the warranty on page 36 and "Success Tips" on page 33 before you proceed to Step 1.

Crash damage is not covered under the warranty.

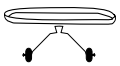
Be sure to read the warranty on page 36 and "Warnings and Safety" on page 33 before you proceed to Step 1.

Transmitter

Needed for Step 1
8 "AA" Batteries (included)

1. Remove the transmitter back cover by pushing down with your thumbs, as indicated.
2. Install batteries. Use fresh 1.5V "AA" and watch the polarity.
3. Replace the cover.
4. To test, switch on the transmitter—the LED should glow brightly.
5. Replace the batteries when you hear the low-battery alarm (beeping sound).

Wing and Landing Gear Attachment

Needed for Step 2
Rubber Bands (x6) Main Landing Gear 

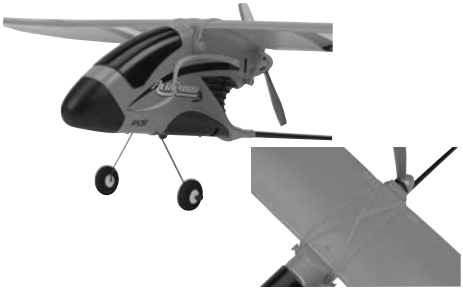
Mounting the Landing Gear

1. Insert the landing gear into the slot on bottom of the fuselage.

Note: When flying without X-Port™ modules and landing on grass, it is not necessary to have the landing gear installed.

Attaching the Wing

1. Center the wing on the fuselage by aligning the center dot on the wing with the fuselage top seam and by centering the half circle on the wing's trailing edge over the fuselage center.

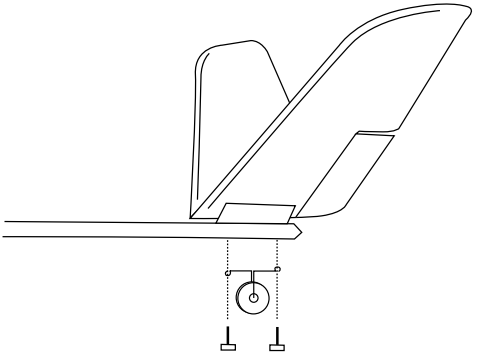


2. Once you're satisfied that the wing is centered, attach the wing using the 6 rubber bands provided. Stretch two of the rubber bands from the front to the rear attach points. Stretch the next two diagonally across the middle. Stretch the last two rubber bands from the front to rear attach points as you did with the first two. Once the rubber bands are in place, confirm the wing is securely attached.
3. Before each flight, make sure the front and trailing edges of the wing are exactly centered on the fuselage.

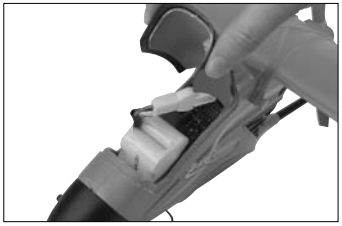
Wing and Landing Gear Attachment

Attaching the Tail Wheel

- Installation of the included tail wheel is optional. If added, be extremely careful to adjust the tail screws and tail to their original positions.



Motor Test



Adult Supervision Required
WARNING: Keep everything clear of the propeller and hold the plane securely. A moving propeller can cause severe injury.

1. Be sure the throttle slider is in the Off position.
2. Turn the transmitter on.
3. Install the battery in the fuselage slot and plug in the connector.
4. The Aerobird 3™ has a built-in throttle arming feature, which needs to "see" the throttle slider in the Off position before it will spin the propeller. First, keep all objects clear of the propeller at all times. Ensure the throttle is in the Off position, then advance the throttle forward and the propeller will start to turn. Since most batteries come partially charged, the propeller should spin at high speed. The throttle arming feature will need to be activated each time the battery is plugged into the airplane (If the motor does not run, proceed to Step 4: "Charging the Aircraft Battery").
5. When finished with the motor test, be sure to disconnect the battery first then turn off the transmitter.

Charging the Aircraft Battery

This charger uses a unique peak detection circuitry that ensures an accurate charge every time and protects your Ni-Cd and Ni-MH batteries from the dangers of over-charging. This charger continually monitors the battery's charge curve and automatically stops charging when the peak charge is detected. The peak detection charger will help avoid damaging Ni-Cd and Ni-MH cells.

Important:
The Aerobird 3™ battery should be charged shortly before flying. If you charge the battery 12 to 24 hours prior to flying, you will need to "re-peak" the battery before you fly by repeating the steps on page 9.

DC Peak Detect Charger Features:

- Variable charge rate from 0.3- to 1.2-amp. charge rate
- Trickle charge
- Automobile 12V power outlet DC adapter
- HobbyZone® large battery pack connector
- Charges Ni-Cd and Ni-MH battery packs
- LED charge indicator

Charging the Aircraft Battery (continued)

Charging HobbyZone Ni-MH Battery Packs

1. Using the dial indicator on the side of the charger, set the charge rate as indicated in the chart below.

Battery Capacity	Maximum Charge Rate	Typical Charge Time
Aerobird3		
1000mAh 7.2 and 8.4V Ni-MH	1.2 amps	40 minutes*
Other HobbyZone Batteries		
600mAh 4.8 and 6.0V Ni-MH Requires connector adapter (sold separately)	0.8 amps	40 minutes*
300mAh 6.0V Ni-MH Requires connector adapter (sold separately)	0.4 amps	40 minutes*

* Above charge times are only estimates. Actual charge times may vary.

2. Connect the battery pack to the charger.
3. Connect the charger to the 12V power outlet in your automobile. The LED will continually blink slowly while the battery charges.
4. Charging is finished when the LED indicator glows steadily

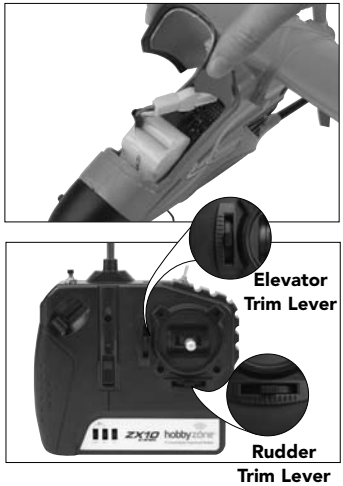
Note: If you purchase the connector adapter (HBZ1027), you can use your peak charger to charge other HobbyZone airplane and boat batteries. Use the charge rates from the chart at the left.

Note: Damage to the charger and battery pack will occur if you exceed the maximum charge rates recommended in the chart.

Safety Precautions

Do not leave the battery and charger unattended while in use. While charging, place the battery on a heat resistant surface and constantly monitor the temperature of the battery pack. Do not allow children to charge batteries unless they are supervised by a responsible adult.

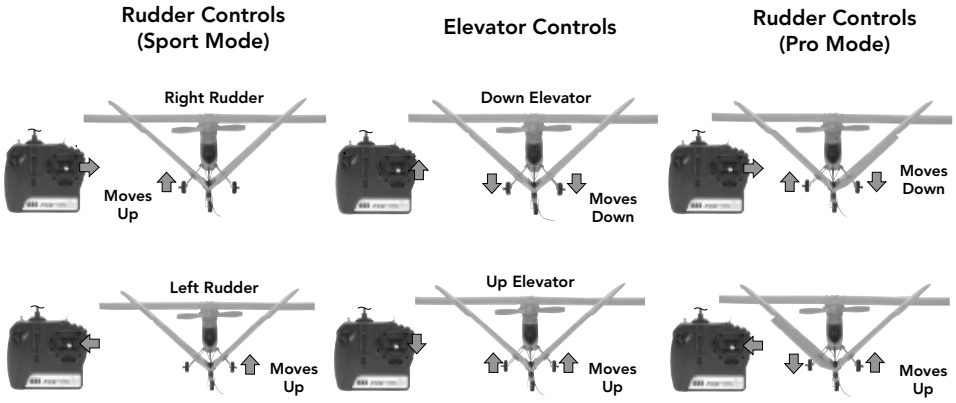
Tail Control Test



Warning: Keep everything clear of the propeller before starting the control test in the event that you accidentally turn on the motor.

1. Be sure the throttle slider is in the Off position.
2. Switch on the transmitter—check to make sure the LED is lit, indicating the transmitter has power.
3. Install battery in fuselage and plug in connector.
4. Move the stick side to side. The tail control surfaces should move as shown on the following page.
5. Move the stick up and down. The tail control surfaces should move as shown on the following page.
6. The small levers under and to the side of the control stick are the trim levers and are used to adjust the "neutral" point of your control stick. It's very important that this lever is centered when performing these control tests.
7. If each control surface is not level with the rest of the tail surface when the trim levers are centered, adjust the control surfaces so they are level (see page 12).

Tail Control Test (continued)



Making Adjustments—Leveling the Tail Control Surfaces

Before making your first flight, if tail control surfaces are not level with rest of tail surface, adjust them so they are level by doing the following:

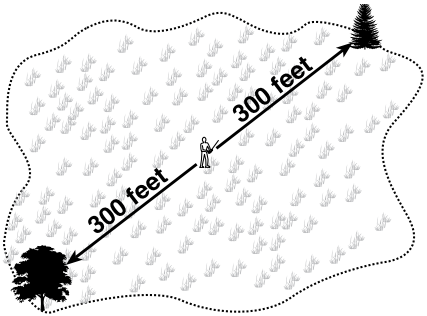
1. Be sure the throttle slider is in the Off position.
2. Turn the transmitter on, plug in the aircraft battery and center the right control stick and trim levers.
3. Loosen the round spool on the control surface. Move the control surface back to neutral and re-tighten the spool.

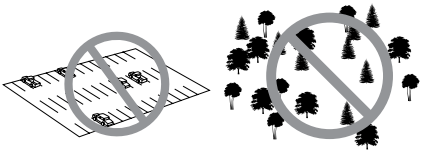
Choose a Large, Open Grassy Field

- A large, open grass field is required. The Aerobird 3™ flies approximately 20 mph, so it covers ground fast. The bigger the field, the better!

- It is absolutely essential to have a minimum of 300 feet of clear space in all directions from the pilot. If you ignore this direction, you will regret it.

Important: Do not fly over or near people, buildings, power lines, highways, train tracks, vehicles, trees, water, pavement, gravel, any hard surface or any object you don't want to crash into. Please take this warning seriously to keep people, property and your Aerobird 3 safe. **Crash damage is not covered by the warranty.**





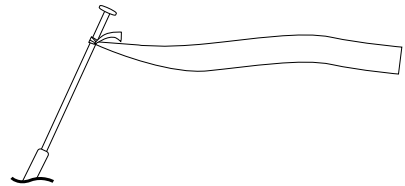
Choose a Calm Day

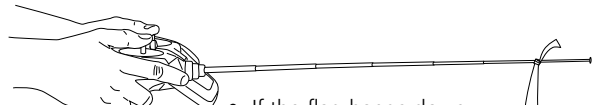
You want to fly! If you wait until the day is right, you will have a successful flight. On your first flights, do not fly if the wind is more than 7 mph!

To check wind conditions:

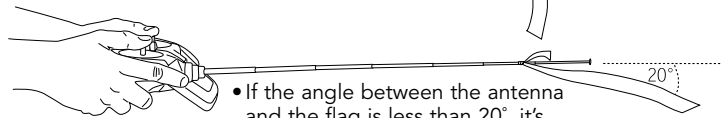
1. Tie the included red flag to the end of the transmitter antenna.
2. Hold the transmitter flat so the antenna is parallel to the ground and note how much the flag moves in the wind.

SUCCESS TIP: Flying in too much wind is by far the #1 reason for crashes and/or lost planes. Follow these guidelines to protect the Aerobird 3™—you'll be glad you did.





- If the flag hangs down, it's good to fly.



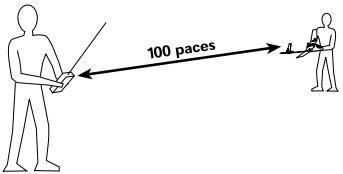
- If the angle between the antenna and the flag is less than 20°, it's too windy for your first flights.

Range Test

You will need two people to do the range test: one to hold the transmitter and one to hold the airplane.

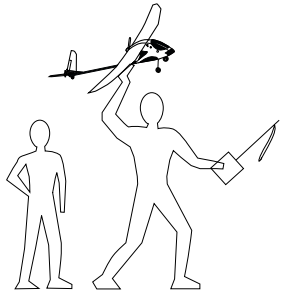
Warning: The person holding the airplane should hold it so that the propeller does not come in contact with any part of their body.

1. One person holds the transmitter; the other person walks 100 paces away with the airplane.
2. Be sure the throttle slider is in the off position.
3. Extend transmitter antenna completely and turn transmitter on.
4. Plug in airplane battery and close hatch cover.
5. As soon as you move the throttle slider forward the propeller should spin quickly.
6. As the first person moves the transmitter controls at the same time, the other person watches to be sure the airplane's motor and tail controls operate smoothly.



If model does not range test correctly, do not fly. Call Horizon Hobby Product Support staff toll-free at 1-877-504-0233 for directions on how to proceed.

Seek Assistance from an Experienced Radio Control Pilot



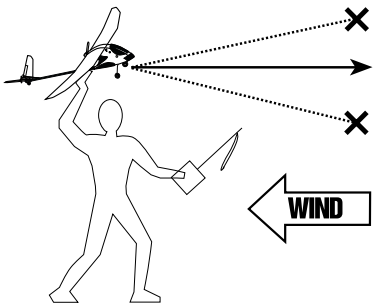
VERY IMPORTANT
The 3-channel control system is designed for the experienced radio control pilot and is not intended for the first-time flyer. If you can successfully fly the HobbyZone® Firebird Phantom™, Firebird Commander 2® or Super Cub, then you should be ready for the Aerobird 3™. The Aerobird Challenger can be controlled in a similar manner as a 2-channel plane, such as the Firebird Commander 2, by simply limiting control stick movements to the left or the right and using the throttle to ascend or descend. However, first-time pilots of the Aerobird 3 should seek the assistance of an experienced RC flyer until the additional third channel, pitch control, has been competently mastered. Crash damage is not covered under the warranty.

The flying characteristics of the Aerobird 3 should not be altered for your first flights. Once you are comfortable flying the plane in the standard configuration, i.e. the out-of-the-box configuration, only then should you attempt to change the flying characteristics of the Aerobird 3 by changing hole positions in the control horns and adding wing streamers.

Hand Launch

1. On first flights, have a second person (adult recommended) launch the Aerobird 3™ while the pilot controls with the transmitter. Adult assistance is always recommended with pilots 12 years of age or younger.
2. Make sure the battery is fully charged.
3. While holding the transmitter in one hand, push throttle slider to full on (up) with thumb.
4. Take a couple of steps and launch the model directly into the wind. Keep the wings level. Use medium force. Do not throw it up or down. Point it level (parallel) with the ground when releasing. Think of it as a javelin that you are throwing 20 feet away.

Watch out! Keep the spinning propeller away from your hair, head and hands or injury may occur.

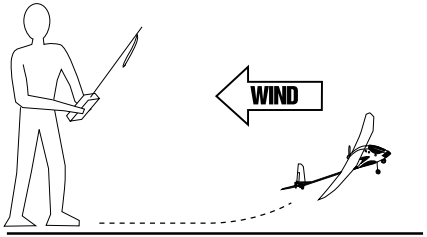


Important: Before launching, determine the wind direction by watching which way the red transmitter ribbon is blowing.

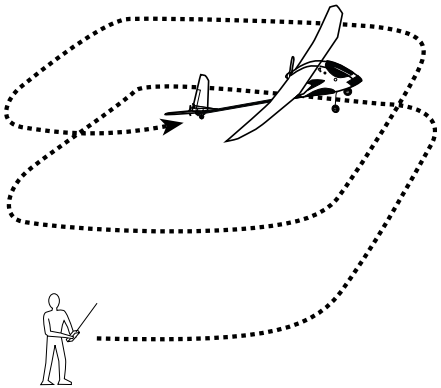
Runway Takeoff

(Not recommended for inexperienced pilots)

1. Stand behind the Aerobird 3™ and point it directly into the wind on smooth asphalt or concrete.
2. Apply full power and adjust the right control stick as necessary to keep the Aerobird 3 headed directly into the wind.
3. If battery is fully charged, your Aerobird 3 should lift off the ground in approximately 35 feet. Apply some UP elevator by pulling the stick back slightly, and the plane should lift off the ground in a shorter distance.



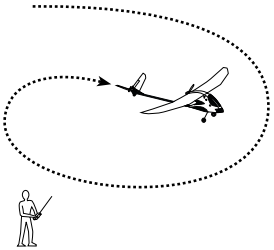
Flying



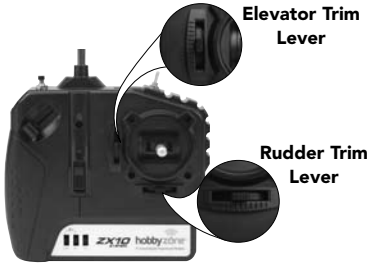
1. After launching, the Aerobird 3™ will begin climbing at full throttle. Keep the throttle full on.
2. Make right and left adjustments of the control stick to keep it flying straight into the wind. Don't attempt a turn until the Aerobird 3 reaches 50 feet of altitude.
3. Control range is 2500 feet. Don't let the plane fly too far away. Keep upwind, especially if wind is over 10 mph, or the wind may carry it out of sight and/or control range. Your first flights on the Aerobird 3 should be on Low Rate (which will limit the travel of the control surfaces). After you have gained more experience, you can switch to High Rate.

Important: Don't hold the stick to the right or left full over for more than 2 seconds. This can cause the model to spiral dive and crash. Do not try to climb too steeply, as very little UP elevator (pull back on stick) should be required.

Flying (continued)



Note: With the throttle stick set at low or off (gliding), the plane will not turn as fast as when the throttle is set on high.



Turning
Move the stick in the direction you want the model to turn. Avoid holding full right or full left for more than 2 seconds, as this will cause the plane to spiral dive and it could crash.

Sharp Turns
Move the stick in the direction you want to turn and add some UP elevator at the same time, i.e. pull the stick back. The plane will make a sharper banking turn.

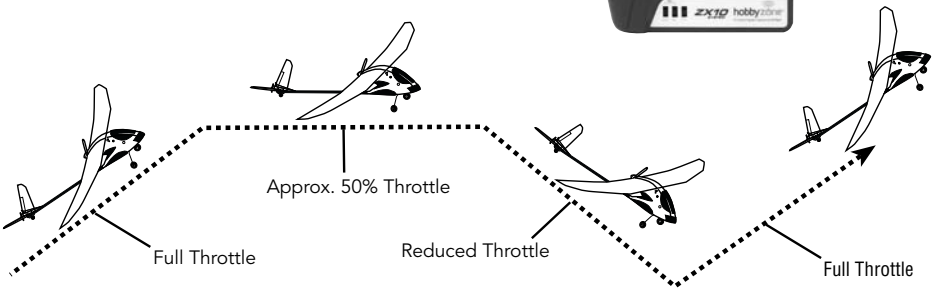
Rudder Trim
If the model always turns one direction, use the trim control lever below the control stick to correct. The model should fly straight with the control stick at neutral. See page 24 if additional adjustments are needed.

Elevator Trim
If the model always goes up or down, use the trim control lever to the side of the control stick to correct. The model should fly straight with the control stick at neutral. See page 25 if additional adjustments are needed. The Aerobird Challenger® should have a steady shallow climb at full throttle.

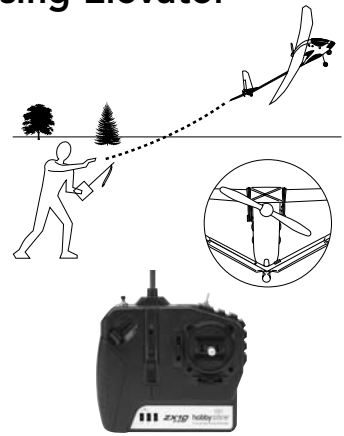
Throttle Adjustment

1. Climb to an altitude of 100 feet or more with full throttle.
2. To achieve a level "cruising" altitude, reduce power by moving the throttle stick down to approximately 50% of full on.
3. To reduce altitude, reduce throttle.
4. To increase altitude, increase throttle.

WATCH OUT! If you're flying with the motor off or at a low speed, allow the Aerobird 3™ a bit more area for turns.



Using Elevator



The Aerobird 3™ is equipped with a third channel for elevator (pitch) control. Pulling back on the stick provides UP elevator that allows for shorter takeoffs, better flares for landing, a better climb rate and more effective turns (see "Turning" on pages 19–20, Step 13). Trying to climb too quickly will cause the airspeed to slow down and stall the airplane. To avoid crashing from a stall, always maintain enough altitude to recover from it.

Just after a stall happens, the nose of the plane will go down (looks like the plane is diving). To recover from the stall, pull the stick back slowly (UP elevator) once the nose of the plane goes down and plane has built up airspeed. Exit the stall to straight and level flight. Be careful, since pulling the stick back too abruptly or for too long will cause the Aerobird 3 to enter another stall. Effectively avoiding and recovering from stalls requires experience. Always seek the help of an experienced radio control pilot if you are not familiar or inexperienced with pitch control.

When using DOWN elevator (pushing stick forward), make sure to always have enough altitude to avoid crashing into the ground. DOWN elevator is especially effective when landing in small areas or over obstacles.

Landing

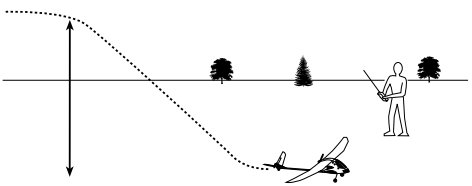
When you notice that the Aerobird 3™ no longer climbs well under full power (normally after approximately 10 to 15 minutes), the battery is getting low, and it's time to land. Line the model up, heading directly into the wind toward the desired landing spot. At 10 feet of altitude, gradually reduce the throttle stick to turn off the motor. The Aerobird 3 will glide in for a landing.

Auto Cut-Off Feature: When the flight battery gets low enough, this feature will automatically shut off the motor and save enough battery power for the radio and tail control so you can land safely. If the motor cuts off, prepare to land imediately. If you are gliding down and have some time to rest the battery, you may re-arm the motor by moving the throttle slider back to Off. This may give you a little extra bit of power to adjust your landing. Do not re-arm more than once or twice, or you may lose your control power.

Warning: Do not attempt to catch the airplane or injury may result. Also, be sure to turn motor off before you touch down or damage can occur to your wing and propeller. Remember to always land directly into the wind.

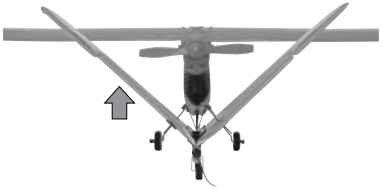
Expert Tip: As you get more experienced at flying, try adding a bit of UP elevator (pull stick back) just before touchdown to "flare" the plane. With some practice, your landings will be expertly smooth and on target.

Reduce power at 10–20 feet



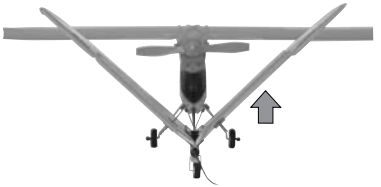
Making Adjustments—Plane Turns to the Left or Right

IMPORTANT: If there is a bend (even a small one) in the tail or wing or a tear near the flap areas, it is impossible to have correct flight control. Replace the damaged part immediately!



A. If the Aerobird 3™ keeps turning to the left and adjusting the trim control lever (page 20) does not correct enough to fly straight with the stick at neutral:

1. Adjust the control linkage so that the left tail flap is 1/16" above the rest of the tail surface.
2. Test fly.
3. If it still flies to the left, repeat the above procedure, adding 1/16" each time until it flies straight.



B. If the Aerobird 3 keeps turning to the right and adjusting the trim control lever (page 20) does not correct enough to fly straight with the stick at neutral:

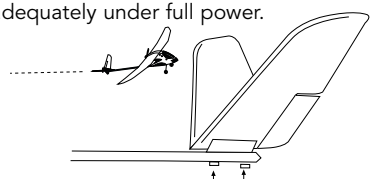
1. Adjust the control linkage so that the right tail flap is 1/16" above the rest of the tail surface.
2. Test fly.
3. If it still flies to the right, repeat the above procedure, adding 1/16" each time until it flies straight.

Making Adjustments to the Climb Rate

Note: Only use this option if you do not have enough travel with the trim lever to the left of the control stick or if you would like to fine-tune the flight characteristics with the trim levers and controls in the neutral position.

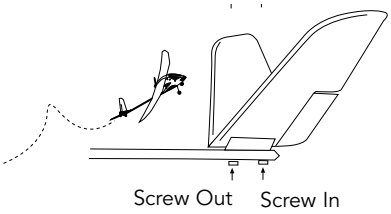
A. If the Aerobird 3™ (with a fully charged battery) does not climb fast enough with full throttle, you can adjust the climb rate by:

1. Tightening the front tail screw in one full turn and loosening the rear tail screw one full turn.
2. Test fly.
3. Repeat the above procedure if necessary until the Aerobird 3 climbs adequately under full power.



B. If the Aerobird 3 climbs too fast with full throttle by climbing at a steep angle, stalling and keeps repeating climbing sharply and stalling, do the following:

1. Loosen the front tail screw one full turn and tighten the rear screw one full turn.
2. Test fly.
3. Repeat the above procedure if necessary until your Aerobird 3 climbs at a steady rate.



Aerobatic Flight

The Aerobird 3™ comes out of the box with the controls set for beginning pilots. Keeping the control lines further from the control surfaces softens the Aerobird 3's responsiveness and makes it easier to fly. By adjusting the control linkages to holes on the control horns that are closer to the control surfaces, you will give the Aerobird 3 more control response for aerobatic maneuvers like loops and tail slides (good for experienced pilots).

After making any adjustments, always turn on the transmitter and center the transmitter trim levers, making sure the control surfaces are adjusted evenly, and the surfaces move in the proper directions before you fly (see pages 10–11).

Note: By making the controls more responsive, the Aerobird 3 will also become less forgiving, increasing your chances of a crash. If you do not have prior experience with a 3-channel or higher airplane, you should seek the assistance of an experienced radio control pilot before you fly, as crash damage is not covered by the warranty.

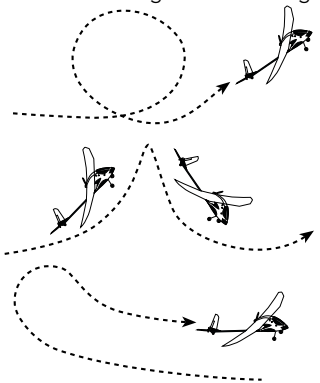
Aerobatic Flight (continued)

The Aerobird 3™ is capable of the following aerobatics:

Loop: From a high altitude, push forward on the stick to build up speed in a medium dive (about 30˚ angle to ground), then steadily pull back on the stick and hold it until the aircraft goes over the top of the loop. Exit the maneuver straight and level by returning the stick to the neutral position as the plane nears the bottom of the loop.

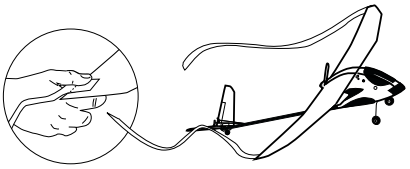
Tail Slide: Push forward on stick to build up speed in a dive (about 30˚ angle with ground), then pull back on stick and hold until plane is heading up vertically. Using slight inputs of elevator and rudder, keep plane in vertical position until airspeed bleeds off. Slide the throttle to the Off position. The plane will halt forward momentum and then swivel to head nose first down. This is the completion of the move. Move the throttle slider to full-on and pull out to straight and level flight by adding some UP elevator (pull back on stick).

Chandelle: Gradually add UP elevator (pull stick back) until the plane is going vertical. Once on a vertical heading, add right or left rudder. Once the nose of the plane is heading toward the ground, gradually add UP elevator (pull stick back) to exit the maneuver in straight and level flight.



Aerobatic Flight

For added visual effects in flight, the Aerobird 3™ has chrome-colored wingtip streamers that can be applied using the included two sided sticky tape.



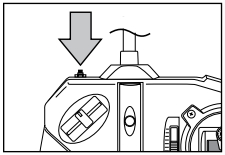
To learn about more aerobatic maneuvers with the Aerobird 3 visit, **www.hobbyzonerc.com**

The Aerobird 3 is equipped with the exclusive X-Port™ feature, which will allow you to add to the fun.

With the purchase of the Sonic Combat Module™ (SCM) (HBZ4020), you can envision yourself as a WWII pilot flying combat missions in the South Pacific. The SCM allows you to engage in aerial combat with other X-port-equipped HobbyZone® aircraft. When you successfully "hit" the other X-port equipped aircraft, you will disable their motor for approximately 10 seconds, allowing them use of tail controls only at this time.

Air-to-air combat not yet your expertise? You can still take part in air-to-ground combat with the purchase of the Sonic Combat Module and a Stealth Target (HBZ4025). The SCM attached to your aircraft allows you to fly in low and hit the Stealth, causing a loud pitch tone to ensure you of your "kill."

Note: X-Port accessories are activated by pressing the button on the top-left of the transmitter.



The Aerial Drop Module™ (HBZ6023-sold separately) will allow you to fly sorties, scanning the necessary targets to drop the included streamer bombs on. The ADM attaches to your fuselage and allows you, with the proper transmitter input, to drop your bomb at precisely the correct moment. A parachute jumper is also included, offering the opportunity to practice dropping your man "behind enemy lines." Create your own games and challenges as well as prove your skills to all!

For more information regarding these HobbyZone accessories, as well as all Hobby Zone products, please visit **www.hobbyzonerc.com**.

HobbyZone® Accessories

HBZ1013 8.4V 1000mAh Ni-MH Battery
Purchase an extra battery pack so you can stay in the air!

HBZ4020 Sonic Combat Module (SCM)
Plug in the Sonic Combat Module and take on similarly equipped HobbyZone planes in aerial combat. When "hit", the SCM temporarily disables your motor while allowing you to steer.

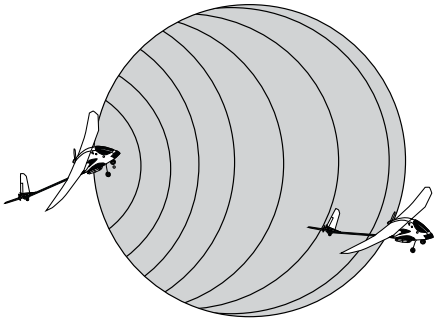
HBZ6023 Aerial Drop Module (ADM)
Plug in the Aerial Drop Module and you can drop streamer bombs or a parachute jumper, which are included.

HBZ3520 White Wing, HBZ3530 White Tail and HBZ3510 Night Flight Module
White wing (HBZ3520) and white tail (HBZ3530) recommended for use with Night Flight Module (HBZ3510). Each sold separately.

Aerobird 3™ Combat Options

Let the Dogfighting Begin

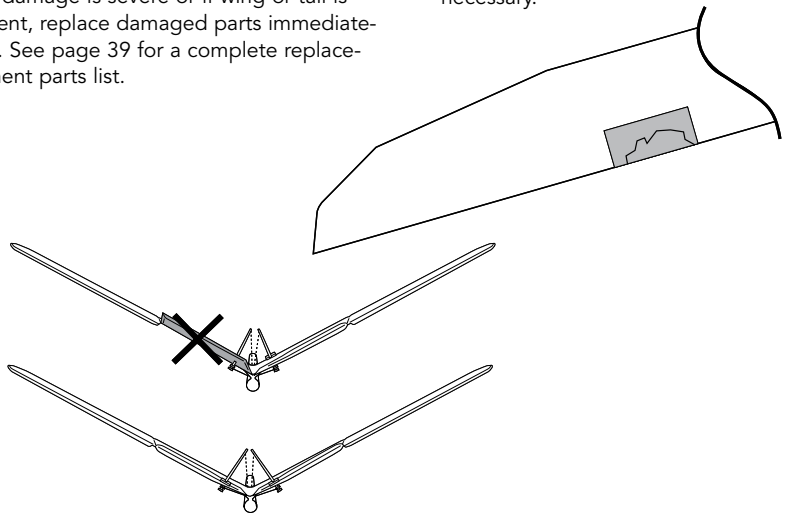
Have from 2–6 Aerobird 3 (or other X-Port™ equipped HobbyZone aircraft) flying on different frequencies and engage in air combat with the **Sonic Combat Module (SCM)**.



If a Crash Occurs

1. If you happen to crash and part of the foam wing or tail breaks, it can be repaired using packing tape to cover missing pieces.
2. If damage is severe or if wing or tail is bent, replace damaged parts immediately. See page 39 for a complete replacement parts list.

IMPORTANT: Control Alignment Tail flaps must be level or nearly level with no slack in the control lines or the plane will not fly well. See pages 10–12 if adjustment is necessary.



Warnings and Safety Checklist

1. Read and follow this manual and included video CD completely, observing all instructions and safety directions. Otherwise, serious injury and damage can occur. **Think safety first.**
2. Keep propeller away from all body parts at all times! Beware of loose clothing or hair becoming entangled in the propeller.
3. Never fly when it is too windy or you may lose control of the airplane. Never fly near people, vehicles, train tracks, buildings, power lines, water, hard surfaces or trees, and never attempt to catch the Aerobird 3™.
4. Adult supervision is recommended for ages 12 and under.
5. Only use a battery charger intended for use with the Aerobird 3 battery. We recommend using the charger that comes with your airplane. Never leave the charger unattended while charging! During charging, place the battery and charger on a heat-resistant surface. Do not place them on carpet or upholstery.
6. Never cut into the battery charger or airplane wires as serious injury can occur. Causing the battery to short out (crossing negative and positive bare wires) can cause a fire, serious injury and damage.
7. Hold the plane securely and keep all body parts away from the propeller at all times.
8. After you have finished flying, or at any time you have the radio system on, ALWAYS unplug the battery prior to turning the transmitter off. ALWAYS turn on the transmitter prior to plugging flight battery in.
9. Never fly on the same frequency as another RC vehicle in your area. Doing so will cause you, or the other person, to lose control of the plane.

Success Tips

1. Don't fly in winds over 7 mph! First-time pilots should get help from an experienced radio control pilot during first flights.

2. Choose your flying field carefully—grass and soft ground with 600-foot diameter is optimal to fly and will lengthen the life of the Aerobird 3™.

3. Remember that holding the right stick full over for too long can cause the Aerobird 3 to spiral dive and crash. At the very first sign of the Aerobird 3 beginning to spiral down, immediately release the stick and give the opposite turn control to the spiral, then pull back on the elevator to level flight and level the wings.

4. Don't attempt to fly or do maneuvers beyond your flying abilities without seeking the assistance of an experienced pilot.

5. If you're gliding with the motor off, allow the Aerobird 3 more area for turns.

6. Position yourself at your flying field to keep the sun at your back and out of your eyes. Wear sunglasses on bright days.

7. Keep the Aerobird 3 upwind, especially on windy days, to prevent it from "flying away". The wind is normally stronger at higher altitudes than it is on the ground.

8. Keep your plane in front of you so you don't have to turn in circles as you fly. Try to avoid flying directly overhead.

Troubleshooting

PROBLEM	POSSIBLE	SOLUTION
Unit does not operate	1. Transmitter "AA" batteries are depleted or installed incorrectly indicated by a dim or unlit LED on transmitter or the low battery alarm 2. No electrical connection 3. Aerobird 3™ battery not charged 4. Crash has damaged the radio inside the Aerobird 3	1. Check polarity installation or replace with fresh "AA" batteries 2. Push connectors together until they "click" 3. Charge battery fully 4. Replace the fuselage
Aircraft keeps turning in one direction	1. Tail flaps need adjustment 2. Wing is not centered over the fuselage 3. Stickers (decals) not stuck down.	1. Adjust stick trim lever (see page 20) or adjust tail flap position (see page 24) 2. Center the wing before each flight 3. Properly rub down stickers or tape down
Aircraft is difficult to control	1. Tail flaps aren't adjusted properly 2. Wing or tail is damaged	1. Adjust tail flaps (see pages 20, 24) 2. Repair or replace
Aircraft keeps pitching up steeply	1. Tail incidence needs adjustment 2. Wind is too gusty or strong	1. Adjust tail screws (see page 25) 2. Postpone flying until wind is more calm
Aircraft won't climb	1. Battery isn't fully charged 2. Tail needs adjustment	1. Charge battery shortly before flying 2. Adjust tail screws (see page 25) or trim lever (page 20)

Warranty and Follow-Up Procedures

Warranty Period:
Exclusive Warranty- Horizon Hobby, Inc., (Horizon) warranties that the Products purchased (the "Product") will be free from defects in materials and workmanship at the date of purchase by the Purchaser.

Limited Warranty
(a) This warranty is limited to the original Purchaser ("Purchaser") and is not transferable. REPAIR OR REPLACEMENT AS PROVIDED UNDER THIS WARRANTY IS THE EXCLUSIVE REMEDY OF THE PURCHASER. This warranty covers only those Products purchased from an authorized Horizon dealer. Third party transactions are not covered by this warranty. Proof of purchase is required for warranty claims. Further, Horizon reserves the right to change or modify this warranty without notice and disclaims all other warranties, express or implied.

(b) Limitations- HORIZON MAKES NO WARRANTY OR REPRESENTATION, EXPRESS OR IMPLIED, ABOUT NON-INFRINGEMENT, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE OF THE PRODUCT. THE PURCHASER ACKNOWLEDGES THAT THEY ALONE HAVE DETERMINED THAT THE PRODUCT WILL SUITABLY MEET THE

REQUIREMENTS OF THE PURCHASER'S INTENDED USE.

(c) Purchaser Remedy- Horizon's sole obligation hereunder shall be that Horizon will, at its option, (i) repair or (ii) replace, any Product determined by Horizon to be defective. In the event of a defect, these are the Purchaser's exclusive remedies. Horizon reserves the right to inspect any and all equipment involved in a warranty claim. Repair or replacement decisions are at the

sole discretion of Horizon. This warranty does not cover cosmetic damage or damage due to acts of God, accident, misuse, abuse, negligence, commercial use, or modification of or to any part of the Product. This warranty does not cover damage due to improper installation, operation, maintenance, or attempted repair by anyone other than Horizon. Return of any goods by Purchaser must be approved in writing by Horizon before shipment.

Damage Limits:
HORIZON SHALL NOT BE LIABLE FOR SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES, LOSS OF PROFITS OR PRODUCTION OR COMMERCIAL LOSS IN ANY WAY CONNECTED WITH THE PRODUCT, WHETHER SUCH CLAIM IS BASED IN CONTRACT, WARRANTY, NEGLIGENCE, OR STRICT LIABILITY. Further, in no event shall the liability of Horizon exceed the individual price of the Product on which liability is asserted. As Horizon has no control over use, setup, final assembly, modification or misuse, no liability shall be assumed nor accepted for any resulting damage or injury. By the act of use, setup or assembly, the user accepts all resulting liability.

If you as the Purchaser or user are not prepared to accept the liability associated with the use of this Product, you are advised to return this Product immediately in new and unused condition to the place of purchase.

Law: These Terms are governed by Illinois law (without regard to conflict of law principals).

Safety Precautions:
This is a sophisticated hobby Product and not a toy. It must be operated with caution and common sense and requires some basic mechanical ability. Failure to operate this Product in a safe and responsible manner could result in injury or damage to the Product or other property. This Product is not intended for use by children without direct adult supervision. The Product manual contains instructions for safety, operation

Warranty and Follow-Up Procedures (continued)

and maintenance. It is essential to read and follow all the instructions and warnings in the manual, prior to assembly, setup or use, in order to operate correctly and avoid damage or injury.

Questions, Assistance, and Repairs:
Your local hobby store and/or place of purchase cannot provide warranty support or repair. Once assembly, setup or use of the Product has been started, you must contact Horizon directly. This will enable Horizon to better answer your questions and service you in the event that you may need any assistance. For questions or assistance, please direct your email to productsupport@horizonhobby.com, or call 877.504.0233 toll free to speak to a service technician.

Inspection or Repairs
If this Product needs to be inspected or repaired, please call for a Return Merchandise Authorization (RMA). Pack the Product securely using a shipping carton. Please note that original boxes may be included, but are not designed to withstand the rigors of shipping without additional protection. Ship via a carrier that provides tracking and insurance for lost or damaged parcels, as Horizon is not responsible for merchandise until it arrives and is accepted at our facility. A Service Repair Request is available at www.horizonhobby.com on the "Support" tab. If you do not have internet access, please include a letter with your complete name, street address, email address and phone number where you can be reached during business days, your RMA number, a list of the included items, method of payment for any non-warranty expenses and a brief summary of the problem. Your original sales receipt must also be included for warranty consideration. Be sure your name, address, and RMA number are clearly written on the outside of the shipping carton.

Warranty Inspection and Repairs
To receive warranty service, you must include your original sales receipt verifying the proof-of-purchase date. Provided warranty conditions have been met, your Product will be repaired or replaced free of charge. Repair or replacement decisions are at the sole discretion of Horizon Hobby.

Non-Warranty Repairs
Should your repair not be covered by warranty the repair will be completed and payment will be required without notification or estimate of the expense unless the expense exceeds 50% of the retail purchase cost. By submitting the item for repair you are agreeing to payment of the repair without notification. Repair estimates are available upon request. You must include this request with your repair. Non-warranty repair estimates will be billed a minimum of ½ hour of labor. In addition you will be billed for return freight. Please advise us of your preferred method of payment. Horizon accepts money orders and cashiers checks, as well as Visa, MasterCard, American Express, and Discover cards. If you choose to pay by credit card, please include your credit card number and expiration date. Any repair left unpaid or unclaimed after 90 days will be considered abandoned and will be disposed of accordingly. **Please note:** non-warranty repair is only available on electronics and model engines.

Electronics and engines requiring inspection or repair should be shipped to the following address:

Horizon Service Center
4105 Fieldstone Road
Champaign, Illinois 61822

All other Products requiring warranty inspection or repair should be shipped to the following address:

Horizon Product Support
4105 Fieldstone Road
Champaign, Illinois 61822

Please call 877-504-0233 with any questions or concerns regarding this product or warranty.

Replacement Parts and Optional Parts

Keep the Aerobird 3™ in the air! Spare parts are available from your local dealer or from Horizon Hobby. (www.horizonhobby.com) Please check with your dealer first—by supporting your local dealer, they'll be there when you need them.

PART#	DESCRIPTION	MSRP
HBZ1013	8.4V 1000mAh NiMH Battery	$29.99
HBZ1026	DC Peak Charger	$19.99
HBZ3602	Standard Decal Sheet: AB3	$3.99
HBZ3615	Instruction Manual: AB3	$0.99
HBZ3616	Instruction Video CD: AB3	$3.99
HBZ3617	Canopy Cover w/Latch	$2.49
HBZ3641	AB3 Fuselage: CH 1, 26.995	$49.99
HBZ3642	AB3 Fuselage: CH 2, 27.045	$49.99
HBZ3643	AB3 Fuselage: CH 3, 27.095	$49.99
HBZ3644	AB3 Fuselage: CH 4, 27.145	$49.99
HBZ3645	AB3 Fuselage: CH 5, 27.195	$49.99
HBZ3646	AB3 Fuselage: CH 6, 27.255	$49.99
HBZ7271	AB3 TX: CH 1, 26.995	$32.99
HBZ7272	AB3 TX: CH 2, 27.045	$32.99
HBZ7273	AB3 TX: CH 3, 27.095	$32.99
HBZ7274	AB3 TX: CH 4, 27.145	$32.99
HBZ7275	AB3 TX: CH 5, 27.195	$32.99
HBZ7276	AB3 TX: CH 6, 27.255	$32.99
HBZ1047	1.5" Tailboom Repair Section	$0.49
HBZ1058	TX Antenna	$4.99
HBZ2004	Propeller	$2.99
HBZ2014	Canopy Cover w/Latch	$2.49
HBZ2016	Landing Gear w/Wheels	$3.99
HBZ2017	Tail Gear w/Wheel	$1.49

PART#	DESCRIPTION	MSRP
HBZ4629	Tail Horn and Keeper (2)	$0.89
HBZ2037	Main Wheel Axle Caps (4)	$0.99
HBZ6022	Orange Standard Wing AB, ABC	$14.99
HBZ6034	Orange Tail w/Accessories: ABC, AB3	$9.99
HBZ6024	2 Wing Hold Down Rods w/Caps	$1.49
HBZ6026	Orange Rubber Bands (7)	$0.99
HBZ7239	Tail V-Brace: Swift, ABS	$1.49
HBZ6033	Orange Tail Screws (2)	$0.99
HBZ6057	TX Battery Cover	$2.49

Optional Accessories

HBZ3510	Night Flight Module	$19.99
HBZ3520	White Wing ABC, AB3	$14.99
HBZ3530	White Tail: ABC, AB3	$9.99
HBZ4020	Sonic Combat Module	$23.99
HBZ6023	Aerial Drop Module	$19.99

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