



ASSEMBLY INSTRUCTIONS



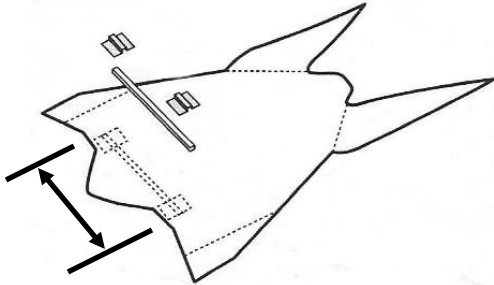
Rocket plane kit includes: Wing skin, propeller assembly, sleeve, rubber string, motor stick, wing spar and instruction sheet.

You will need to have scissors and tape to build your rocket plane.

Go to www.aeroracers.com and click on the rocket plane page to get free access to the rocket plane Build and Fly video.

- 1** Color the rocket plane wing with markers or similar. Use bright colors so you can still see the dotted construction lines after coloring the wing.

Use scissors to cut out the rocket plane wing along the solid outside line. Your Rocket Planez™ shape may vary. Lay wing down on a flat surface.

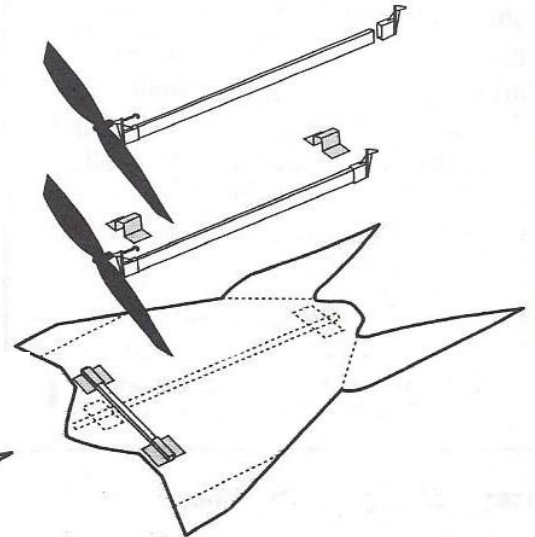
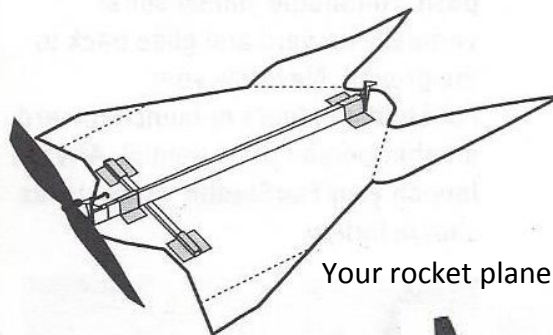
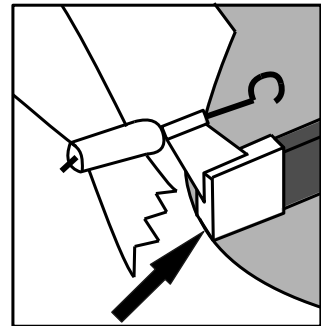


Place wing spar with the flat side down on the dotted lines as shown. Tape both ends of the wing spar to the rocket plane wing where indicated. The tape should be flush with both wing spar ends. Important: Make sure the wing spar nor the tape holding it extends past the dotted outside tape lines as indicated by the twin arrows.

- 2** Slide the propeller assembly onto one end and the yellow sleeve onto the other end of the motor stick as shown.

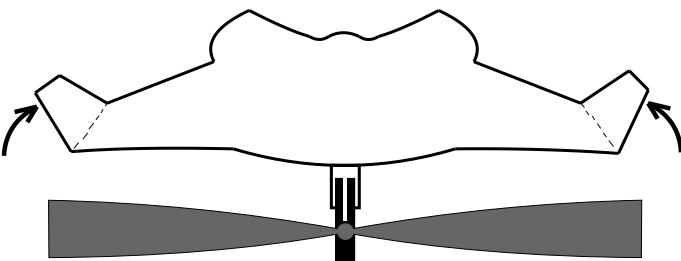
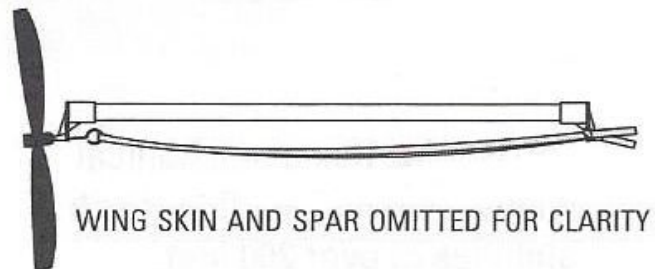
Place the motor stick upright so that the front end of the propeller sleeve is flush with the front of the wing skin as indicated by the arrow below.

Tape motor stick to the wing skin with two pieces of tape where indicated on the wing skin.

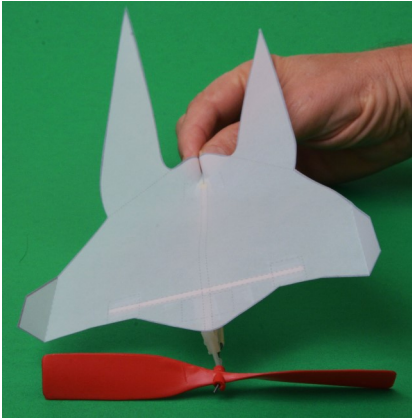


Your rocket plane should look like this.

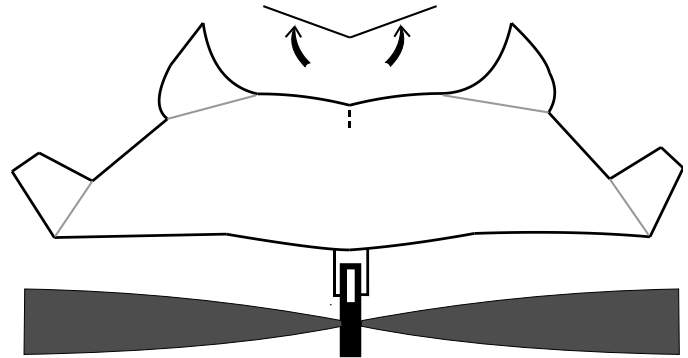
- 3** Fold the rubber string in half and tie a knot at the end to form a loop. Make the knot as close to the end as possible. Slide the rubber motor into the propeller shaft opening. Loop the knot around the sleeve as shown.



- 4** Position rocket plane so that the motor stick is on the bottom. Fold both wing tips up along the dotted lines to create approximately 90 degree angles.



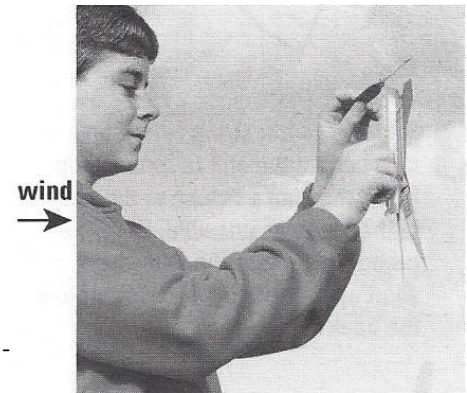
Before you fly your rocket plane, form the paper to a slight positive (up) V shape behind the end of the motor stick. Simply pinch the paper between your thumb and index finger as shown.



Safety Note: Always wear eye protection when flying model aircraft. Never launch your aircraft in the proximity of power lines. Never launch your aircraft toward another person or animal. Never launch your Rocket Planez™ indoors.

Wind Check: Before you launch your rocket plane, check for wind direction, then position yourself so the wind hits you in the back.

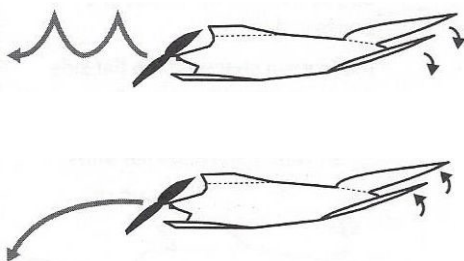
Wind the propeller at least 120 times. If you hear a clicking noise, you are winding the wrong way. Wind more to gain higher altitudes. When you are satisfied with the winds, hold your rocket plane vertically as shown. Make sure the wind hits you in the back! Hold the motor stick with one hand and hold the propeller tip with the other hand. Release with a gentle upward push. Your rocket plane should spiral vertically upward under power and glide back to the ground. Always launch your rocket plane vertically as shown.



Launch tips: If your rocket plane does not take off vertically and gain altitude while spinning around it's own axis:

- Check whether the wing spar or the tape holding it extends past either end of the wing spar tape markings. If they do, adjust referring to step 1 in the assembly instructions.
- Wind your rocket plane more.
- Slightly reduce the amount of V-shape between the tails from instructions step 5.

Gliding tips:



If your rocket plane flies up, down, up, down (wave pattern) during the glide phase of the flight: Your rocket plane is stalling out. Bend both trim tabs down a little bit and try again.

If your rocket plane dives toward the ground during the glide phase: Increase the V shape between the tails from instruction step 5 and/or bend both trim tabs up a little.

If your rocket plane glides in a left spiral, bend the right trim tab up a little to make it fly straight or make it spiral to the right.

With the use of a mechanical winder, you can stretch-wind twice the amount of winds into the rubber motor compared to winding by hand. This of course results in higher altitudes reached and much longer flight times.

More Rocket Planez™, spare rubber motors and mechanical winders at aeroracers.com

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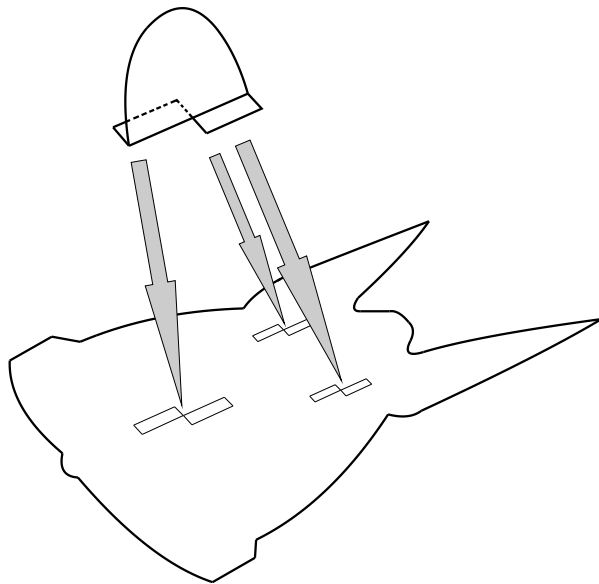
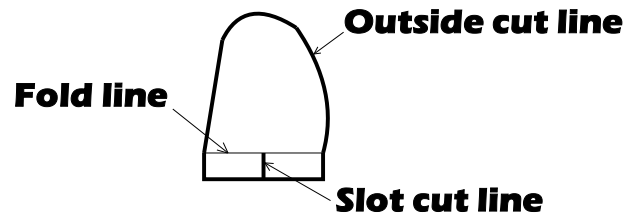


3D MODEL INSTRUCTIONS

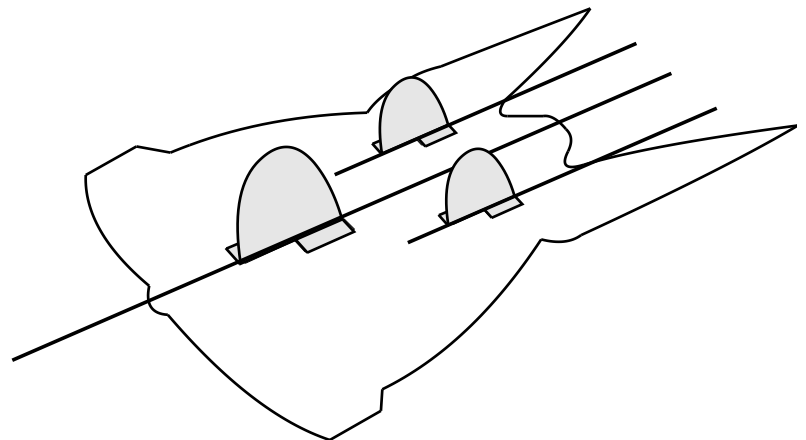


If your rocket plane is of the 3D type and ready to fly, you can add the extra parts like vertical stabilizers at any time. You can fly your rocket plane with or without those extra parts.

- 1** Use scissors to carefully cut out the optional parts along the thick outside line. In addition cut in the slot as indicated by the fat line on the optional part.



- 2** Fold the two base parts apart on the fold line. One part goes to the left, the other one to the right as shown.
Find the double rectangle(s) on your rocket plane design which indicate the location of the optional part(s).



- 3** Use small (as small as possible) pieces of tape to tape the optional shape(s) to the top of your rocket plane wing.

It is very important to make sure that your optional shape(s) are lined up straight with or parallel to the centerline of your rocket plane.

- 4** Bend the optional shape(s) back and forth a few times to make sure that the wind can easily bend them during the ascend portion of the flight.

If your rocket plane does not ascend correctly, remove the optional shape(s) and fly it without. If your rocket plane flies fine without the optional shapes it means that you did not install the shapes correctly. Try again and pay attention to using as little tape as possible and make sure the shape(s) is in line with the rocket plane center line or parallel to the center line.