### Online Flight Simulator

Practice flying a Sky Rangers R/C plane with our Online Flight Simulator. (Planes or Flight Simulator will vary)

To download go to www.estesrockets.com Click: PlayCenter Click: Flight School Click: Sky Rangers Flight Simulator for propeller planes, Sky Rangers Jet Simulator for ducted fan planes or download both! Have fun!

### Electric Motor Does Not Run or Low Power
- **Switch not turned ON**
  - Turn switch ON
- **Plane is not charged**
  - Charge plane
- **Batteries in charger need replacement**
  - Replace batteries in charger
- **Debris stuck in propeller**
  - Check and clean

### Rudder Does Not Move When Control Stick Moved
- **Plane is not charged**
  - Charge plane
- **Batteries in charger need replacement**
  - Replace batteries in charger

### Short Flight Time
- **Plane is not fully charged**
  - Charge plane

### Erratic, Little, or No Control Signal
- **Too much direct sunlight affecting signal**
  - Close windows/blinds
- **Compact fluorescent lights can interfere with the signal**
  - Turn off fluorescent lights.
- **Other remote control signals operating near by**
  - Move to a new location or stop using TV remote.

### Handling the FireBug
1. Always hold and launch the FireBug in the shaded area above.

### The Transmitter (TX) With Built-In Charger
- **Switch ON for flying and charging; OFF for power off**
- **Power LED (Red)**
- **Charge LED (Green)**
- **Tilt sensors. See M.A.S.C. before flying.**
- **Motor Control Trigger. See M.A.S.C. before flying.**

### Important User Information
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses, and can radiate radio frequency energy. If not used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the device on and off, the user is encouraged to try to correct the interference by one or more of the following measures:
- Increase the separation between the device and receiver.
- Consult Estes-Cox Corporation for help.

**Caution:** Changes or modification not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

### Troubleshooting

**90 Day Limited Warranty**

Do not return your plane to the store. Estes will repair or replace factory defects for 90 days from the date of purchase. This warranty specifically does not cover crash damage or abuse.

For fast courteous service, if you find a defect or a part is missing, please contact Estes Customer Service at www.estesrockets.com or call 1-800-525-7561.

Obtain a Return Merchandise Authorization (RMA) number from Estes-Cox Corporation before returning a defective part or product. Any part or product returned to Estes without a RMA number clearly marked on the shipping label will not be accepted. Send only the defective part(s). There may be additional charges if you send more than is necessary. Ship returns to:

Estes-Cox Corp., 1295 H St, Penrose, CO 81240.

This warranty applies only if the product is operated in compliance with instructions and warnings provided with each model. Estes-Cox assumes no liability except for the exclusive remedy of repair or replacement of parts as specified above. Estes will not be liable for consequential or incidental damages. Some states do not allow the exclusion of incidental or consequential damages so the above exclusion may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

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**CHARGING THE PLANE**

1. Turn TX switch ON.
2. Unsnap charge cord from TX.
3. HOLD foam around electronics board firmly.
4. Plug charge cord into plane. Green LED on TX will turn ON. Plug fits one way DO NOT FORCE!
5. Charge plane until green LED turns OFF. (Approx. 45 seconds).
6. HOLD foam around electronics board firmly.
7. Unplug charge cord from plane.

**WARNING:**

TO AVOID INJURY AND PROPERTY DAMAGE:

- **PROPELLER SAFETY:**
  - Keep your face, fingers, clothing and other objects away from the propeller at all times.
  - Keep spectators behind and away from plane at all times.
  - Before each flight, make certain propeller is securely attached to your plane.
  - Do not reverse polarity while plugging into charger.
  - Use only the propeller supplied with the plane.
  - Do not alter, modify, or customize the propeller.

- **CAPACITOR AND CHARGING SAFETY:**
  - This plane contains a non-removable flight capacitor. To prevent injury to the capacitor or you, please read the following precautions.
  - Do not short-circuit.
  - Do not incinerate plane or its capacitor.
  - Do not store near flame or sources of heat such as inside a hot car.
  - Charge, discharge (use) and store at temperatures above freezing and below 113 F (45 C).
  - Discard and replace nicked, chipped, cracked or broken propeller.
  - After each flight, inspect the propeller for nicks and breaks.
  - Keep away from small children.
  - Keep hand away from propeller!
  - Do not store near flame or sources of heat such as inside a hot car.

- **CHARGING SAFETY:**
  - Do not charge in a room with a ceiling fan! 10 FEET x 10 FEET MINIMUM ROOM SIZE. FireBug Remote Control Airplane is for flying INDOORS only! To avoid losing control and causing damage to your plane, DO NOT fly outside.
  - Some florescent lighting will cause interference with flight performance.
  - DO NOT fly outside!
  - Avoid direct sunlight!

- **AC**
  - Turn air conditioning off or to low. Strong AC current will interfere with flight performance.

**FLYING INDOORS**

- **CAUTION:** DO NOT in a room with a ceiling fan!

**HOW TO FLY**

Your plane’s power source is a capacitor. Less power is required at the beginning of the flight, while more power is required at the end. Your FireBug™ has 5 motor control speeds. You will feel five different clicks as you pull the trigger.

**FLYING A FIGURE 8**

First learn to fly in circles. Develop your skills then learn to fly in a figure 8.

**M.A.S.C™ MOTION AUTO SENSING CONTROL**

Tilt the controller left and right to steer the plane during flight. The M.A.S.C™ is very sensitive! The more you tilt the controller the tighter the turns will be.

**STRAIGHT**

- TIGHT LEFT
- WIDE LEFT
- WIDE RIGHT
- TIGHT RIGHT

**LAUNCHING**

Hold plan level with the ground. Hold the 1st click trigger speed. Gently throw straight out like a dart.

**RIGHT TURN**

Tilt controller to the left. To end turn, tilt controller to the right.

**LEFT TURN**

Tilt controller to the right. To end turn, tilt controller to the left.

**REMEmBER:** As your plane loses power pull the trigger to the next speed (2nd click > 3rd click > 4th click > 5th click).

**Motor Control Speed**

- FULL = 100%
- FULL = 80%
- FULL = 60%
- FULL = 40%
- FULL = 20%

- LOWEST = 5th click.
- 4th click > 3rd click > 2nd click > 1st click.

**Capacitor Power**

- FULL = 100%
- FULL = 80%
- FULL = 60%
- FULL = 40%
- FULL = 20%

- LOWEST = 5th click.
- 4th click > 3rd click > 2nd click > 1st click.

**INSTRUCTIONS FOR M.A.S.C™**

**1. LAUNCHING**

Hold plan level with the ground. Hold the 1st click trigger speed. Gently throw straight out like a dart.

**2. LEFT TURN**

Tilt controller to the left. To end turn, tilt controller to the right.

**3. RIGHT TURN**

Tilt controller to the left. To end turn, tilt controller to the right.

**4. LEFT TURN**

Tilt controller to the left to bank wings. To end the left turn, tilt controller to the right to level wings.

**5. RIGHT TURN**

Tilt controller to the right to bank wings. To end the right turn, tilt controller to the left to level wings.