

ONLINE FLIGHT SIMULATOR

Practice flying a Sky Rangers® R/C plane with our On-Line Flight Simulator. (Planes on Flight Simulator will vary)



To download, go to www.estesrockets.com. Click 'Airplanes'. Click 'Flight School'. Scroll down to **Sky Rangers Flight Simulator**. Click **Sky Rangers Flight Simulator** for propeller planes; **Sky Rangers Jet Simulator** for ducted fan planes or download both! Have fun!



If you've enjoyed flying the Firebug™, view our COX Hobby Products line at www.coxmodels.com for more advanced flying opportunities!

P-51 Nano Mustang



Cox Item# 006501

TROUBLESHOOTING

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
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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.

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 Customer Service 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 shall 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.



www.estesrockets.com

ESTES-COX CORP.
1295 H Street, P.O. Box 227
Penrose, CO 81240-0227
PRINTED IN CHINA

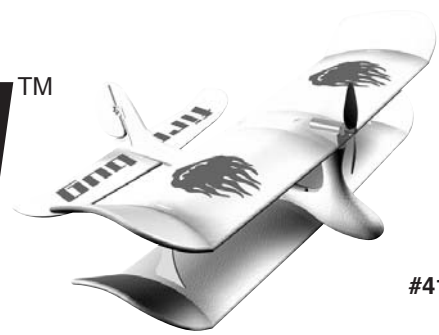
WARNING:
Choking/Cutting Hazard—small parts, sharp propeller. Not for children under 8 yrs.

INDOOR WIRELESS fire bug™

Radio Control Airplane
Instruction Manual

KEEP FOR FUTURE REFERENCE

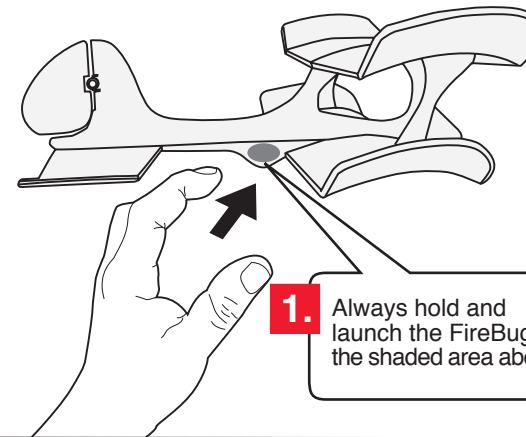
NOTE: Approximately 45 seconds of charge time powers 30 seconds of flight time.



#4173

Patent Pending

HANDLING THE FIREBUG



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



CAUTION DO NOT grab the vertical stabilizer!

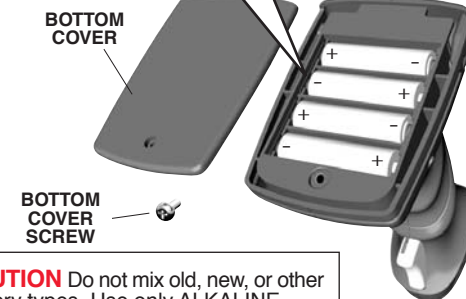


CAUTION DO NOT grab or bend the wings or tail!

THE TRANSMITTER (TX) WITH BUILT-IN CHARGER

Requires 4 - AA Alkaline Batteries - Sold Separately

Remove screw and bottom cover. Insert 4 new AA alkaline batteries in the correct polarity into the TX. Replace back cover and screw.



BOTTOM COVER
BOTTOM COVER SCREW

CAUTION Do not mix old, new, or other battery types. Use only ALKALINE batteries in the TX.

Switch ON for flying and charging; OFF for power off.

Power LED (Red)

Charge LED (Green)

Motor Control Trigger. See M.A.S.C. before flying.

Tilt sensors. See M.A.S.C. before flying.

Infrared Control Sensors

Patent Pending

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.

CHARGING THE PLANE

NOTE: Approximately 45 seconds of charge time powers 30 seconds of flight time.

- Turn TX switch **ON**.
- Unsnap charge cord from TX.
- CAUTION** Keep hand away from propeller! HOLD foam around electronics board firmly.
- Plug charge cord into plane. Green LED on TX will turn **ON**. Plug fits one way **DO NOT FORCE!**
- Charge plane until green LED turns **OFF**. (Approx. 45 seconds).
- HOLD foam around electronics board firmly.
- 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.
- After each flight, inspect the propeller for nicks and breaks.
- Discard and replace nicked, chipped, cracked or broken propeller.
- 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.

- Use only the transmitter/charger supplied to charge the plane.
- Do not reverse polarity while plugging into charger.
- Do not leave plane unattended while charging.
- Never leave or store plane connected to transmitter/charger.
- If plane's internal capacitor becomes hot, smells, makes a sound, or leaks fluid, disconnect from charger. Do not use.
- IF fluid gets on skin, rinse well with water.
- Do not incinerate plane or its capacitor.
- Do not short-circuit.
- Keep away from small children.
- Charge, discharge (use) and store at temperatures above freezing and below 113 F (45 C).
- Do not store near flame or sources of heat such as inside a hot car.
- Should the plane's capacitor become damaged, deformed, or punctured, do not use the plane.
- Protect the plane from getting wet.
- Charge in a fire-proof location away from combustibles.

FLYING INDOORS

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.

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

DO NOT fly outside! Avoid direct sunlight!

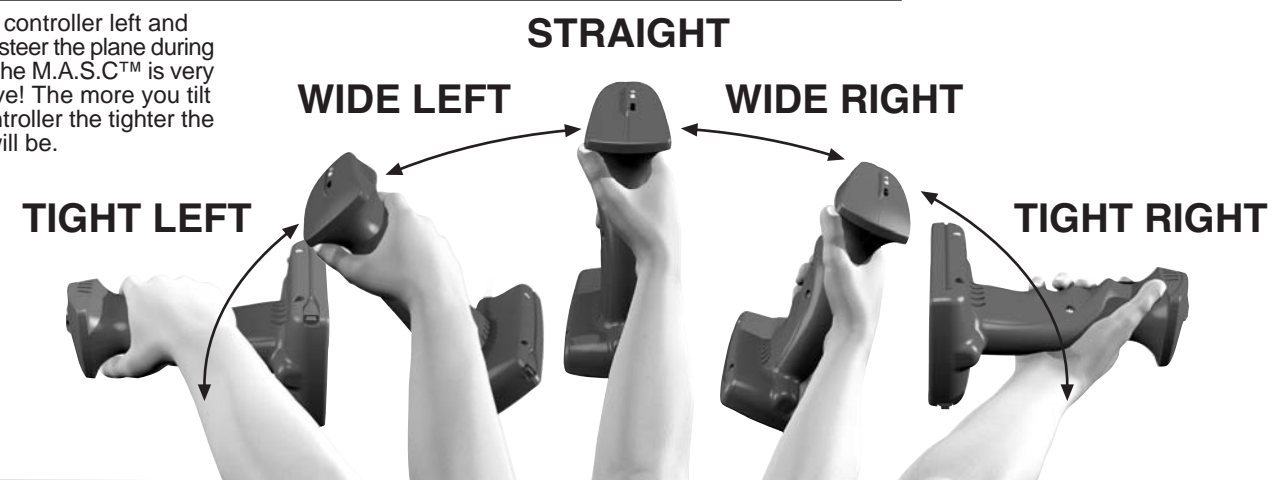
Turn air conditioning off or to low. Strong AC current will interfere with flight performance.

NOTE ALWAYS aim your M.A.S.C. Controller directly at the FireBug™ to control flight.

NOTE Some florescent lighting will cause interference with flight performance.

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.



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.

ALWAYS begin each flight on the lowest speed (1st click). As the plane loses power pull the trigger to the next speed (2nd click > 3rd click > 4th click > 5th click).

DO NOT start on the highest speed (5th click)! Your plane will have too much power and will hit the ceiling.

Capacitor Power	Motor Control Speed
FULL	LOWEST
100%	1
80%	2
60%	3
40%	4
20%	5
EMPTY	HIGHEST

TRIGGER POSITION

FLYING A FIGURE 8

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

- LAUNCHING**
Hold plan level with the ground. Hold the 1st click trigger speed. Gently throw straight out like a dart.
- LEFT TURN**
Tilt controller to the left to bank wings. To end the left turn, tilt controller to the right to level wings.
- LEFT TURN**
Tilt controller to the left. To end turn, tilt controller to the right.
- RIGHT TURN**
Tilt controller to the right to bank wings. To end the right turn, tilt controller to the left to level wings.
- RIGHT 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).