

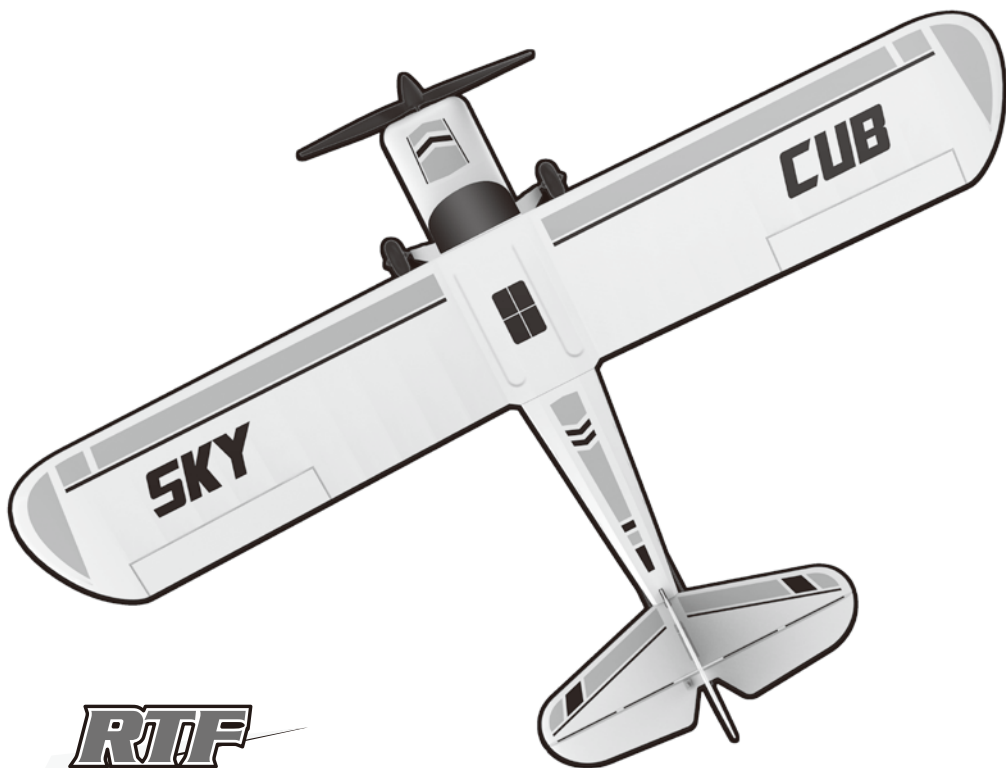
SKY CUB

2.4GHz RC Plane



Instruction Manual

The packing has important information. Please keep it.



RTF
READY-TO-FLY

Product Specifications:

Length: 385mm

Wingspan: 540mm

Battery: 3.7v 150mAh Lithium Battery



REQUIRES: 4 (AA) size 1.5V Batteries

AGE RANGE: 14+

IMPORTANT! Read the ENTIRE instruction manual to become familiar with the model before operating.

PRECAUTIONS

- Warning: Do not modify or alter this model.
- This model is suitable for ages 14 and above.
- Important! Always assume that the propeller could turn anytime the battery is plugged in. Always keep your hands or any other part of your body away from the front of the airplane.
- You must always disconnect and remove the battery from the airplane when not in use.
- Do not operate near people or animals.
- Important! Always unplug the battery from the controller after charging is complete.
- Before flying, examine all parts for damage and that they are properly assembled. If any is found, do not operate until the damage has been repaired.
- Keep the airplane, controller, and battery away from direct sunlight and/or heat sources.
- Always unplug and remove the battery after use.

WARRANTY

- Do not return your model to the Store. PLAYSTEM will repair or replace factory defects for 90 days from the date of purchase. This warranty specifically does not cover crash damage, misuse, or abuse. To make a warranty claim, please contact our product support team by calling 217-402-2040 or by emailing USA@playSTEM.com. This warranty applies only if the product is operated in compliance with the instructions and warnings provided.

LITHIUM BATTERY CAUTIONS:

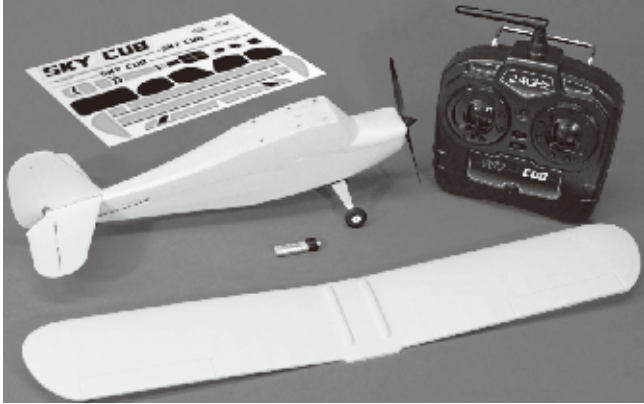


This model uses a lithium polymer (LiPo) battery. You are responsible for following all safety precautions as outlined below:




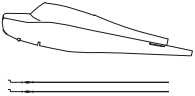
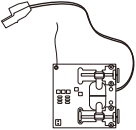
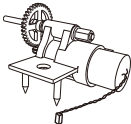
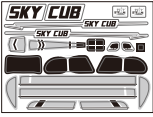

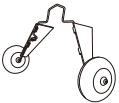

- Very important! Never leave unattended while charging!
- Do not charge or store a LiPo battery on a flammable surface or near combustible materials.
- Keep out of reach of children and pets!
- Do not charge or use a battery that is deformed, bent, or has any type of visible damage.
- Unplug the battery from the controller after the charge is complete.

Contents:

- (1) Fuselage
- (2) Wing
- (3) Controller
- (4) Battery
- (5) Stickers



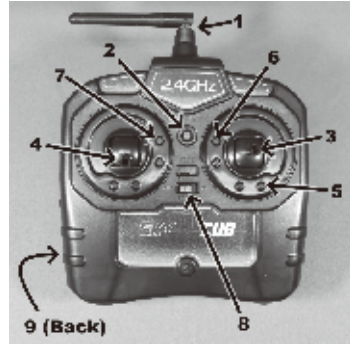
REPLACEMENT PARTS:

<p>TA047-10</p>  <p>Wing</p>	<p>TA047-11</p>  <p>Tail Assembly</p>	<p>TA047-12</p>  <p>Propeller Assembly</p>	<p>TA047-13</p>  <p>Fuselage</p>
<p>TA047-01</p>  <p>Receiver</p>	<p>TA047-09</p>  <p>Motor</p>	<p>TA047-14</p>  <p>Stickers</p>	<p>TA047-15</p>  <p>3.7V 150mAh LiPo Battery</p>
<p>TA047-16</p>  <p>Landing Gear</p>	<p>TA047-17</p>  <p>Controller</p>		

CONTROLLER PARTS AND FUNCTIONS.

Learn the functions of the controller.

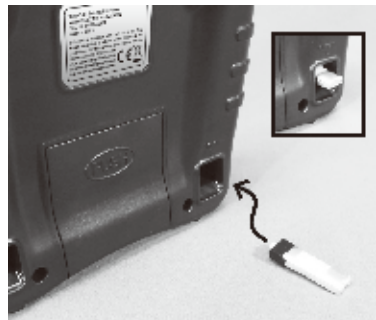
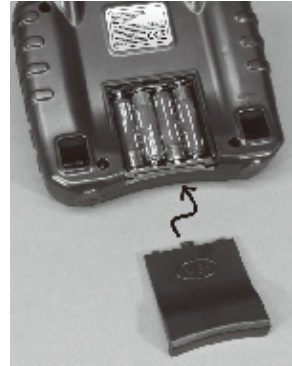
- (1) Antenna
- (2) Controller Power LED
- (3) Right stick: Move Left-Right for steering (rudder), Move Up-Down for up and down.
- (4) Left stick: Moving up increases the motor speed, moving down decreases the motor speed.
- (5) Rudder Trim - Adjusts the rudder center position.
- (6) Elevator Trim – Adjusts the elevator center position.
- (7) Throttle trim
- (8) Power Switch - Turns ON the controller
- (9) Battery Charger port (On Back)



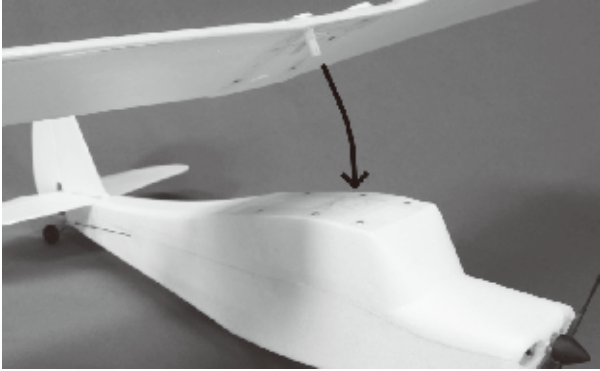
PREPARING THE SKYCUB

CAUTION – Handle with Care: The SkyCub is constructed from lightweight foam. Be careful when handling the aircraft as the parts are fragile and can be damaged easily.

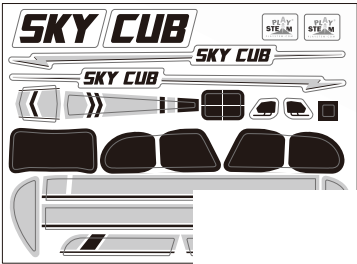
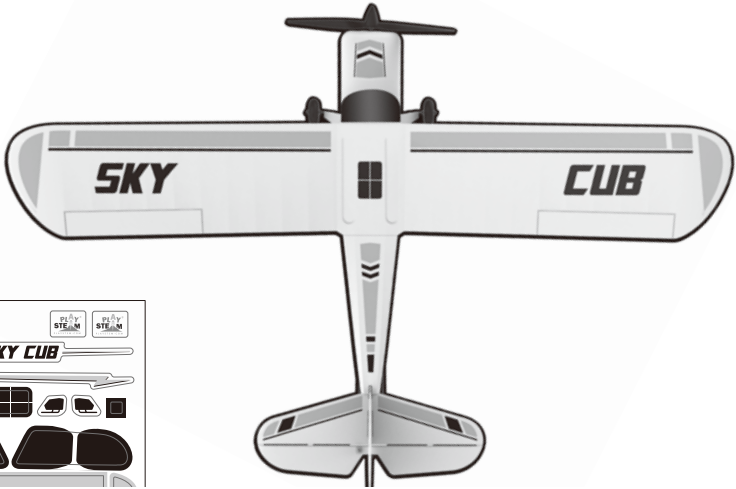
1. Install the (4) AA batteries into the back of the controller.
2. Charge the Lithium battery.
 - a. Gently insert the battery into the port on the back of the controller. The two ribs will face downward. **DO NOT FORCE** the battery into the port, it will only install one way.
 - b. The red charging LED on the front of the controller will glow red when the battery is charging.
 - c. When the battery is full, the LED will turn off. (30 minutes or less).
 - d. Important! Always remove the battery from the controller when charging is complete.



3. Attach the wing to the Fuselage. Note: The wing is designed to rotate or pop off in the event of a crash.



STICKER APPLICATION



OPERATION

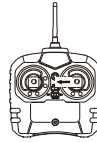
Caution: As a rule of thumb “always” assume the propeller could spin at any time. Whenever a battery is installed, stay clear of the propeller!

1. With the left stick down, turn “ON” the controller. The green LED will blink.
2. Gently plug in the battery to the battery connector on the bottom of the airplane. Make sure the tab on the connector fits between the two ribs on the battery.
3. Place the battery into the battery tray so it is located nearly all the way forward and securely attached to the hook and loop. Set the airplane upright with the propeller facing away from you.
4. Hold onto the airplane and arm the motor by moving the left stick from low to high and back to low. The green LED will now glow solid. From here on, the motor will turn when you move the left stick up. Make sure the airplane propeller is away from anything that can be harmed.

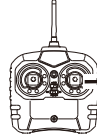


Get familiar with the controls.

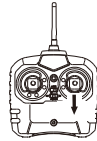
- a. Move the right stick left. The rudder will move left, and the plane will bank to the left.



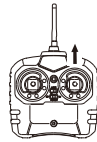
- b. Move the right stick right. The rudder will move right, and the plane will bank to the right.



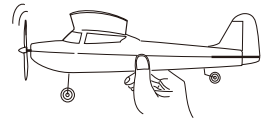
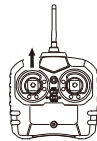
- c. Move the right stick down. The elevator will move up and the plane will pitch upwards.



- d. Move the right stick up. The elevator will move down, and the plane will pitch downward.



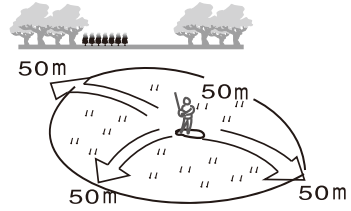
- e. Move the left stick up. The propeller will start rotating, and the plane will accelerate.



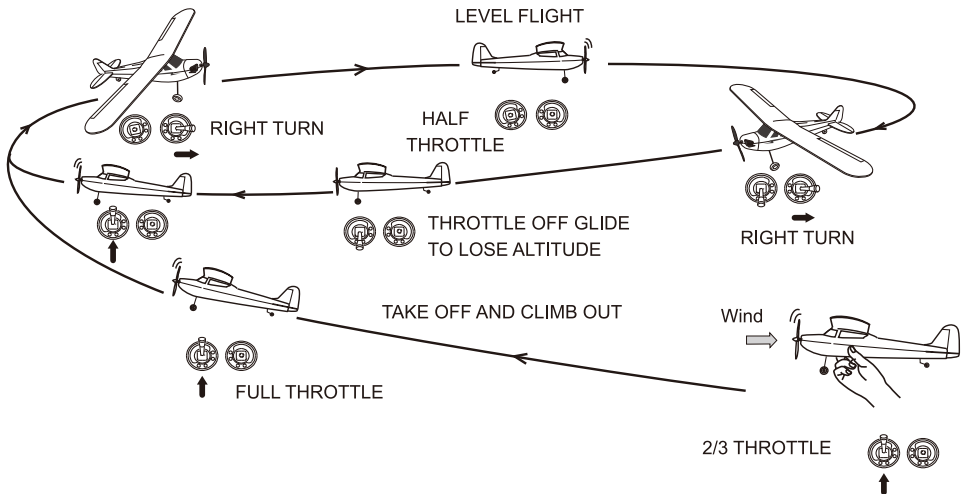
- f. Trim controls. Check the elevator and rudder control surfaces to be sure they are straight. Adjust the trim buttons for each control until they are. When you hear a higher pitch beep, the trim is at center.

HOW TO FLY

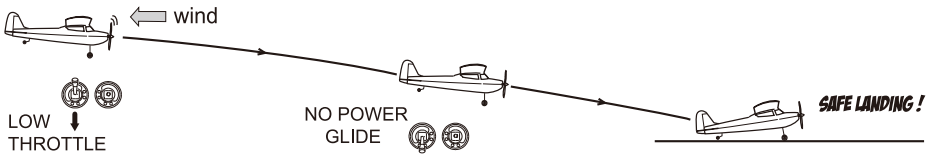
1. Choose a wide-open area away from people, buildings, and power lines.
2. This is a lightweight airplane that gets blown around easily. Only fly in calm wind conditions.
3. Make sure the throttle stick is down and turn on the transmitter.
4. Plug in and install a charged battery.
5. Move the control sticks to confirm that airplane is responding.
6. Take off.



- a. Grasp the plane gently from underneath.
 - b. Face into the wind and point the airplane straight and level (NOT up or down).
 - c. Advance the throttle to half and gently “push” the airplane straight forward with a gentle release.
- (1) DO NOT throw it upwards or downwards, both could result in a crash.
 - (2) Once released, add in more throttle and gently climb out using small control inputs.
 - (3) Use the trim buttons to adjust the flight path so it is straight and level. This is best done in level flight at half throttle.



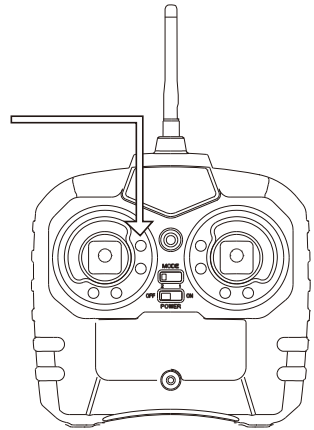
7. Landing. When the battery starts to run low (after approximately 15 minutes), the motor power will drop down. This is your signal to get ready to land so you can recharge your battery.



LINKING THE CONTROLLER TO THE AIRPLANE

In the unlikely event that the controller does not operate the airplane, first check that the controller is turned on and the green LED is illuminated. If not, check the AA batteries. Next double check that the battery is properly charged by plugging it into the charger on the controller. If the Red LED does not turn on, it is charged. Next, make sure the battery is firmly connected to the airplane. If you still don't have control you may have to relink the controller to the airplane using the following sequence:

1. For this procedure, the airplane and the controller need to be within 2 feet of each other.
2. Turn off the controller power switch.
3. On the controller, press and hold any trim button.
4. While holding, turn on the power switch.
The controller will begin beeping.
5. Within 5 seconds, connect the battery to the battery connector on the airplane. If this is not done within 5 seconds, you will need to repeat from step 1.
6. Move the left stick from low to high and then back to low.
7. When the beeping and blinking stop you will see the airplane servos move and the controller and airplane are now properly linked.



CARE AND MAINTENANCE:

Caution! When working on your plane with the battery installed, always remove the propeller to avoid the chance of injury if the motor turns on. To remove the propeller, gently grip the metal propeller shaft using a needle nose pliers. Then rotate the propeller off the shaft counterclockwise.

Damaged parts can be repaired easily, and you can get your airplane back into the air. Use a small amount of foam safe glue (white school glue) and clear packing tape to hold parts together.

If the elevator or rudder won't center with trim control, you may need to straighten or compress the bends on the control wires gently.

When storing for extended periods, remove the batteries from the transmitter.

If you feel excessive vibration when the motors turn, check the propeller and motor shaft to make sure they are not bent.

SERVICE AND SUPPORT:

If you have questions or require repairs, please visit playstem.com, call 217-402-2040 or by emailing USA@playSTEM.com.

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 and, if not installed and 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 equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/ TV technician for help.



Add: 3002 N Apollo Drive, Suite 10, Champaign, Illinois 61822, USA

Tel: +1(217) 402-2040 **Email:** USA@PlaySTEM.com

Manufactured By Hangzhou ZT MODEL Company Limited.

Address: NO.6 Mingde Rd., Puyan, Binjing, Hangzhou, China.

THE FACTORY HAS PASSED ISO9001: 2015 QUALITY MANAGEMENT SYSTEM CERTIFICATION.

COMPANY WEBSITE: www.playstem.com

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