



**PILOT  
FLIGHT  
MANUAL**

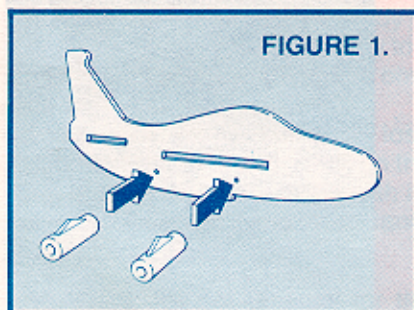


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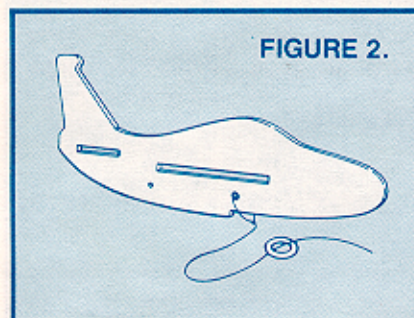
- Fuselage (Plane Body)
- 1 large wing
- 1 small wing
- 150 feet of line attached to the flight handle
- 2 hole reinforcements
- 1 plastic ring
- 2 streamers
- 1 decal sheet

## ASSEMBLY

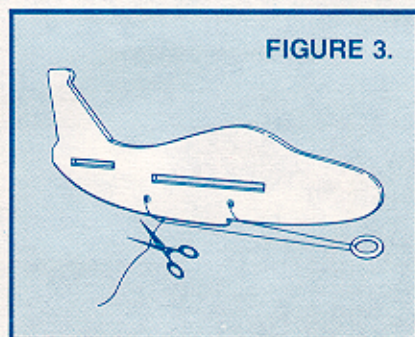
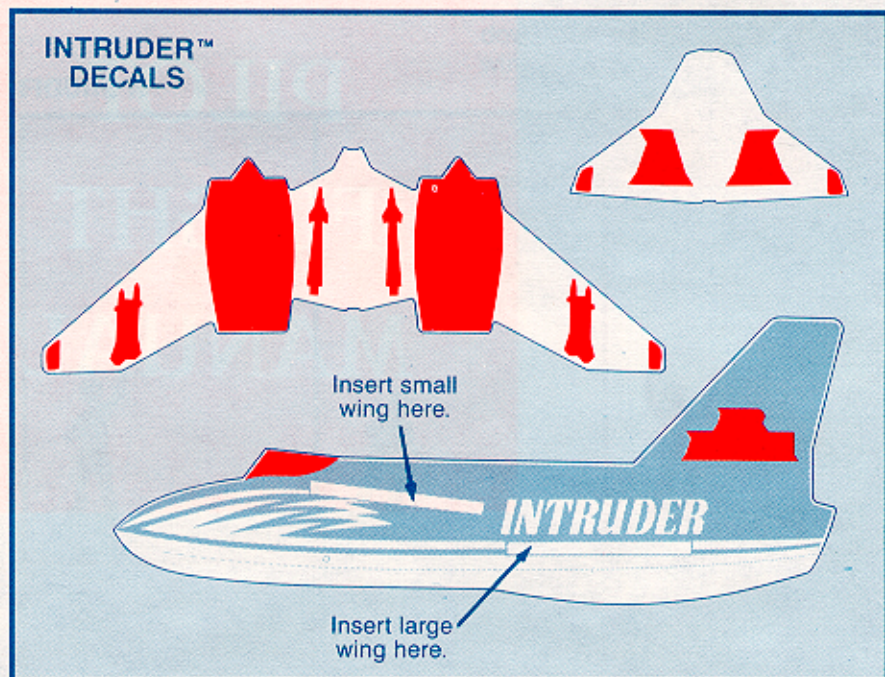
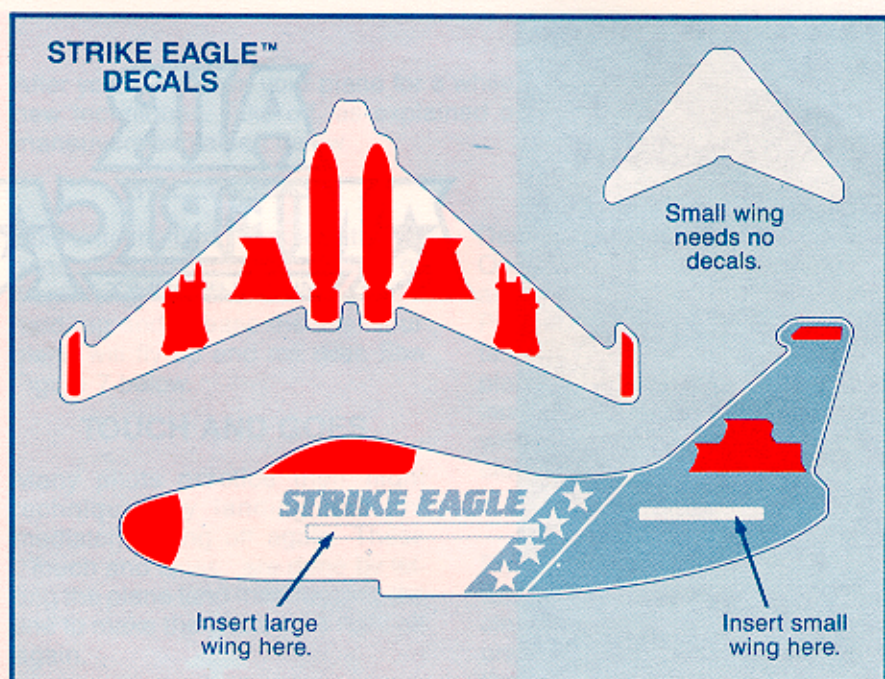
1. Look for your plane at right. Apply decals to the fuselage and wings as shown, or you can apply the decals any way you choose.
2. Press the hole reinforcements into the holes in the fuselage as shown in Figure 1.



3. Cut a 30-inch piece of line from the flight handle. Tie and knot one end through the hole on the front of the plane, then slide the line through the plastic ring. See Figure 2.



4. Pull the ring to the front of the plane even with the nose as shown in Figure 3. Tie and knot the other end of the line through the other hole, so there is no slack. Cut off any excess. See Figure 3.



5. Slide the wings into the fuselage slots. The placement is different for every plane. Look at the illustrations above for wing placement of your plane and see box bottom for completely assembled planes.

6. Peel off the backing for the adhesive on the ends of the streamers. Attach streamers to the plane as shown in Figure 4 or attach them to the rear wings of your plane.



## FLYING FALCON™ DECALS

**NOW YOU'RE  
READY TO FLY!**

### PREFLIGHT CHECKLIST

- ☒ Choose a breezy day for your flight with strong, steady winds. The planes fly best with winds blowing from 10-15 mph.
- ☒ Check weather conditions. Do not fly the plane in rain or thunderstorms.
- ☒ Select an open area without trees, buildings or power lines. A beach, park or ball field are good places to fly.

### INSTANT TAKE OFF AND FLYING

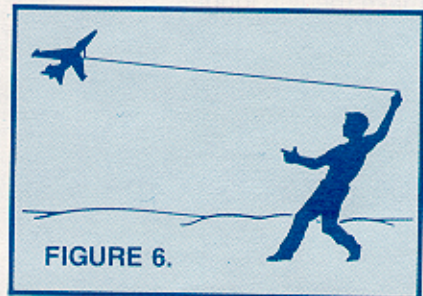
1. Place the plane on the ground with its nose facing into the wind.
2. Walk into the wind, letting out approximately 75 feet of line (half the line on the flight handle) as shown in Figure 5.

FIGURE 5.



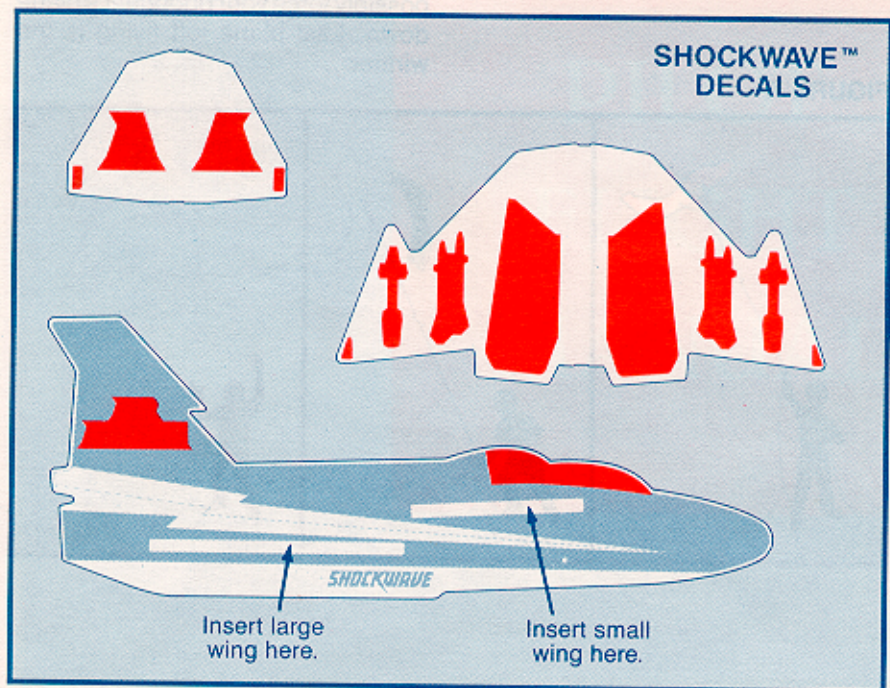
3. Tighten the slack from the line.
4. In one quick movement, tug the line up and over your head and the plane takes flight! **No running is required.** See Figure 6.

FIGURE 6.



5. Additional pulls will make the plane fly even higher. Once your plane is flying you can let out as much line as you want.

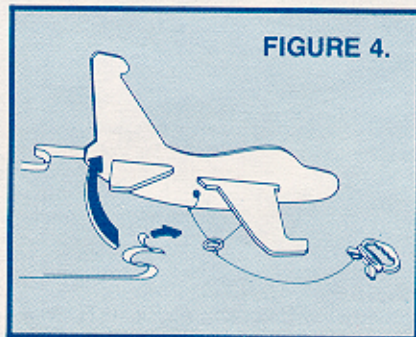
## SHOCKWAVE™ DECALS



7. Tie and knot the line in the flight handle to the plastic ring, as shown in Figure 4.

**CAUTION:** The end of the line in your flight handle may not be securely tied to the handle. Remember this when flying and letting out line.

FIGURE 4.





**FLIGHT PATTERN:** When you pull the line, the plane will move in the direction it is pointing. For example, to make your plane fly to the left, wait until the plane is pointing to the left, then pull the line. The plane will fly to the left.

**BE CAREFUL!** If you pull on the line when the plane is pointing down, it may lose altitude and be in danger of crashing.

If the plane continues to lose altitude, walk toward the plane. This will give slack to the line and the plane's nose will lift up.

**STABILIZING YOUR PLANE:** If you feel you are losing control of the plane when flying in strong winds, you may want to stabilize flight by attaching longer streamers. You can use ribbon, crepe paper, strips of plastic trash bags or tails from other kites to make these streamers.

**LANDINGS:** When you are ready to land your plane, you can simply tow in the plane and rewind the line onto the flight handle.

When your plane starts to lose altitude, be sure to pull lightly on the line to keep the plane flying with its nose up. This will avoid rough landings and crashes.

**REPAIRS:** It's not unusual for the planes to need repairs from time to time. For instant repairs, tape broken pieces with cellophane or masking tape. For a more permanent repair, glue the pieces back with white, water-based all-purpose glue.

**ADDITIONAL LINE:** You can add more line to your flight handle to make the line longer.

## STUNTS AND ADVANCED MANEUVERS

After you have flown your plane for a while you may want to practice some new techniques. Take off, as explained on page 3, and try some of the maneuvers explained below.

### ROLLOVERS

Hold onto the flight handle with one hand. Grab the line and pull in 3 or 4 arm-lengths of line. Give the line a hard tug and release the line. Your plane will fly up and roll over. See Figure 7 below.

### TOUCH AND GOES

Many pilots practice their flight techniques by landing and immediately taking off again. These "Touch and Goes" are done by letting the plane land then tugging the line to make the plane take right off again.

### PRECISION FLYING

Designate two areas on the ground. One is designated the take off area and the other is the landing area. Place the plane on the ground in the take off area. Take off and fly the plane to the landing area and try to land. When flying Air America planes with a friend, see who can come the closest to the landing area.

### DOGFIGHTS

Fly two or more Air America planes with some friends. Maneuver them close to each other. Attack by getting under another plane and pulling on the line so your plane will fly up and possibly force your opponent's plane down. Last plane left flying is the winner.

FIGURE 7.

