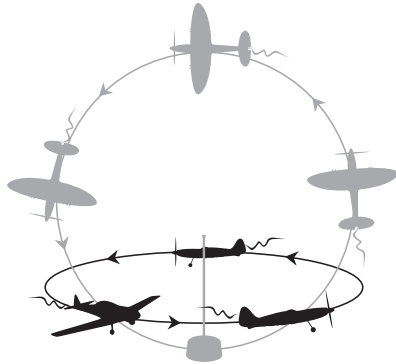


FLYLINE'S ROOM RAIDERS STARTER SET COMPLETE FLIGHT SYSTEM INSTRUCTION MANUAL

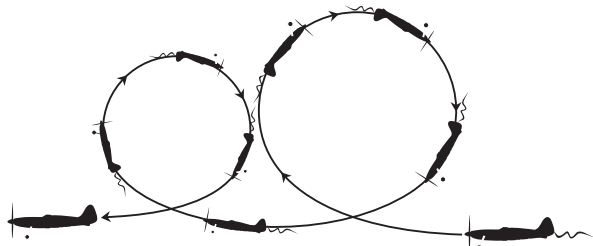
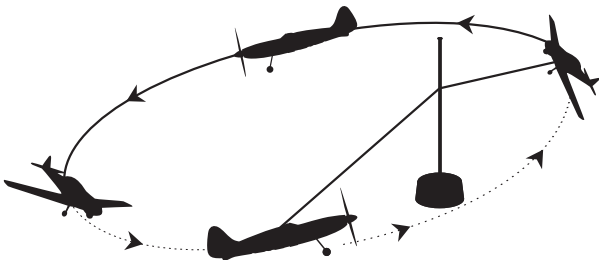
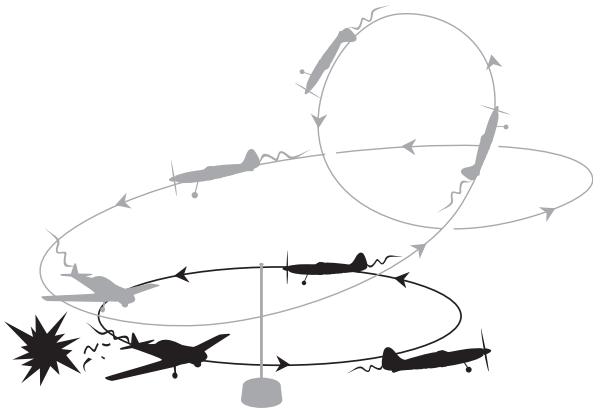


Each FlyLine System is ideal for both solo flying and multiplayer action. Attach your plane to the anchoring system to perform amazing stunts at incredible speed. Control the throttle and elevator to climb, dive, and attempt stunts like the knife-edge, wingover, and for experts, loops and inverted flight patterns.



FLYLINE® PLAY EXPERIENCE

Combat - Racing - Stunts



FLYLINE® GAMEPLAY EXPERIENCE

COMBAT

Attach paper streamers to the tail fin of each plane with a small piece of tape. Set the two planes opposite each other, and coordinate a simultaneous take-off. Once in the air, try to use your propeller to cut the other pilot's tail streamer. The plane with the longest streamer at the end of the dogfight battle is the winner. If there is a crash, it is a tie.

TOUCH AND GO

On the FlyLine Playmat, you will see numbered scoring zones. If you can bring the plane's wheels to the surface, and then get the plane back up in the air before leaving the zone, you score that number of points. Each player gets 10 chances to score as many points as possible, and the player with the highest score wins.

CARRIER LANDING

On the FlyLine Playmat, you will see a designated landing zone. You must bring the plane's wheels to the surface without touching the area before or after the landing zone in order to successfully land on the Aircraft Carrier. Players take turns landing until only one player successfully lands in the zone in turn.

FORMATION FLIGHT

A cooperative game, you will have to work as a team to simulate the awesome synchronized flying patterns of Air Force aces like the Blue Angel Pilots. Start by taking off at different ends, then slowly begin to fly directly above your teammate. Synchronize your climbs and dives as closely as possible, and get as dangerous as possible without crashing.



FLYLINE COMPLETE INDOOR FLIGHT SYSTEM
A revolutionary way to fly!

Thank you for purchasing the FlyLine Room Raiders Flight System. The FlyLine System allows beginner pilots to fly in the same airspace as top gun flying aces. Learn to fly with the 2.4 Ghz remote control, and as you get better, challenge yourself to learn stunt patterns. FlyLine is easy to learn, and challenging to master. When you think you're ready, challenge others to indoor dogfights, races, and other flying contests with your FlyLine planes at supersonic scale speeds. Please follow these instructions before flying, and visit us online for more information.

Contact Us:

By Phone: 1.800.696.3247

www.flylinerc.com



@FlyLineRC



CREATIVE PLAY INTERNATIONAL CORPORATION

8410 NW 53 Terrace
Monterey Building
suite #200
Doral, FL 33166

FLYLINE ROOM RAIDERS SYSTEM COMPONENTS



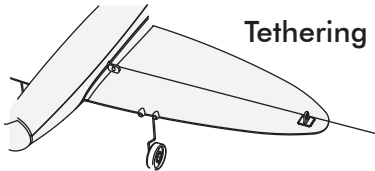
Plane



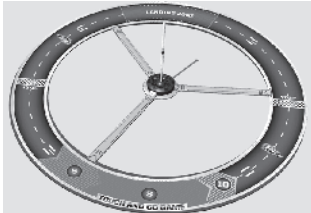
Transmitter



Anchoring Base System



Tethering System



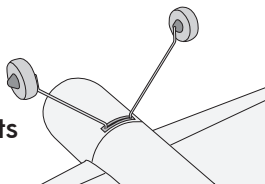
Interlocking Playmat



Combat Streamers

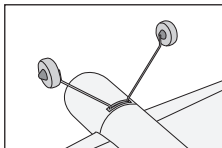
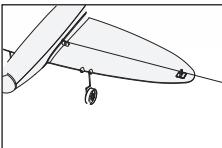


Charging Unit



Special Components

THIS PACKAGE CONTAINS



FLYLINE COMPLETE INDOOR FLIGHT SYSTEM OPERATOR’S GUIDE

Preparing the Transmitter

The transmitter will require four (4) AA batteries. Insert the batteries in the large compartment on the backside of the transmitter.

If your transmitter needs to be bound, please refer to the note on Binding the Transmitter below in the troubleshooting section.

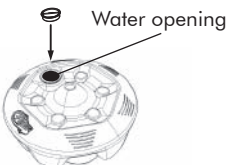


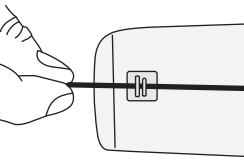
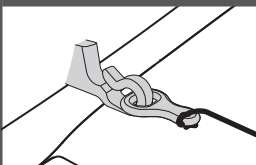
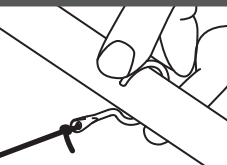

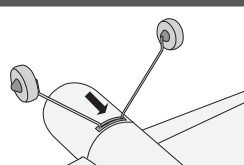
Charging the Plane Batteries

With the plane’s power switch in the off position, insert the charging cable from the transmitter into the receiver under the fuselage.

Turn on the Transmitter to charge the battery in the plane, ensuring that the plane’s power switch remains off.

Charge time is approximately 10-15 minutes.

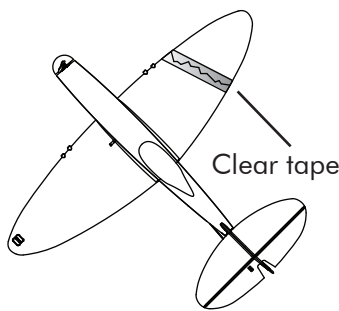
Preparing the Anchoring System

			
Fill the base with water and apply the base cap included in the accessory pack.	Insert the anchoring pole(s). Use 1 pole for standard height, or 2 poles to expand the vertical area.	Ensure that the line is attached to the Magic Ring.	Ensure that the line is correctly placed through the guide at the edge of the wing.
			
Ensure that the other end of the line is attached to the hook on the fuselage.	Attach the Magic Ring to the anchoring system	Attach any additional planes to the anchoring system and remove all slack from the lines.	Make sure your flight area is clear, attach the plane’s landing gear, and it’s ready to fly!

TROUBLESHOOTING

PROBLEM	CAUSE	SOLUTION
Plane doesn’t respond to transmitter	Plane is not bound to the transmitter.	Follow the simple binding instructions below.
Plane battery will not charge	Plane power switch is on or transmitter switch is off	See charging instructions above.
Minor physical damage	Combat, Crashes, Accidents	Apply a small piece of clear tape to the area.

REPAIRS



- If your plane experiences a minor damage, such as a crack in one of the wings, simply apply clear packing tape to the affected area.
- For repairs that cannot be fixed with tape, you can glue the damaged part with epoxy that is foam safe. This includes the landing gear base (slot) in the bottom of the wings.
- If you accidentally break the tethering line, it is possible to tie the two pieces back with a double knot.

THE TRANSMITTER CONTROLS EXPLAINED

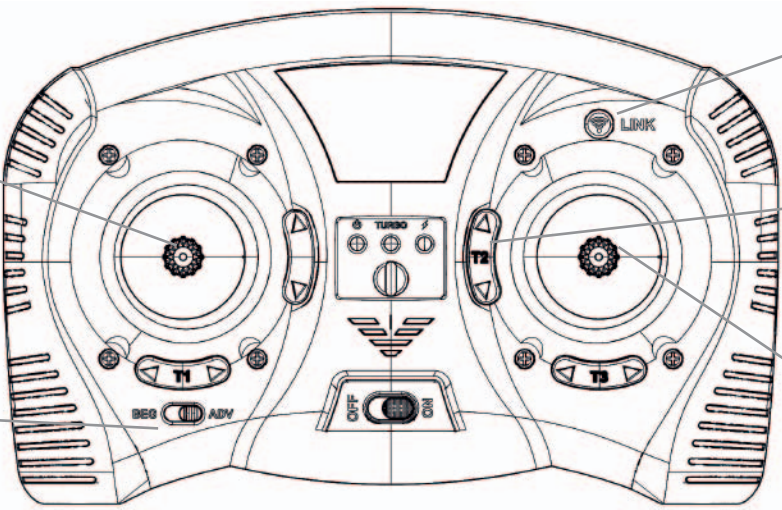
The buttons and their functions explained

Throttle Lever

Controls the speed of the plane

Beg-Adv.

This switch controls the sensitivity of the plane to the changes in the control levers. In Beginner mode, the plane operates at 70% of its capacity, and will not nose-dive.



Link

Use this button during the binding process.

T2

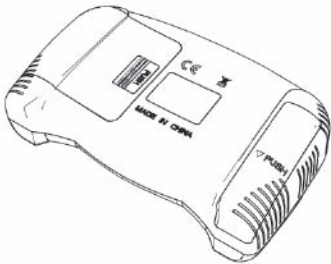
Elevator Trimming: Use this button to adjust the default position of your rear flaps.

Elevator Lever

Controls the rear elevator flap of the plane. Pull back to make the plane go up, push forward to dive.

- If you are holding your transmitter correctly, it will appear as it does in the image above with the power switch at the bottom of the control panel.

Battery Compartment and Charging Cable



The large compartment on the left holds the four AA batteries that power the transmitter. The smaller compartment houses the charging cable for the plane.

Binding Your FlyLine Transmitter to Any Plane

- 1-** Ensure that both the transmitter and all nearby planes have been powered off prior to starting this process.

2- Turn on the power switch of the plane you want to bind.
- 3-** Locate the link button on the transmitter, press it and hold it while you complete step 4.

4- While holding the link button, turn on the transmitter.

THIS STARTER SET IS EXPANDABLE!

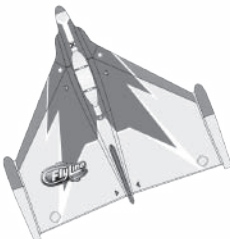
Collect other FlyLine Room Raiders Expansion Planes, and use them with your starter set anchoring system and transmitter. Also look for the FlyLine Room Raiders Playmat online and in special Combo Packs for awesome solo and multi-player games!



JET COMMAND
BUILT FOR SPEED



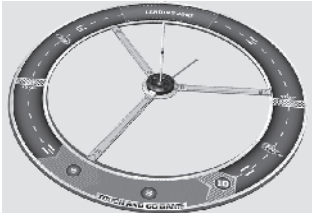
STUNT MAVERICKS
SHOWCASE YOUR SKILLS



VERTICAL TAKE OFF & LANDING



WARBIRDS
GREATEST ATTACK CAPABILITY



ROOM RAIDERS PLAYMAT

BATTERIES

Important battery information

- Use only fresh batteries of required size and recommended type.

Do not mix old and new batteries, different types of batteries [standard (Carbon- zinc), Alkaline or rechargeable] or rechargeable batteries of different capacities.

- Respect the correct polarity, (+) and (-).
- Do not try to recharge non-rechargeable batteries.
- Do not dispose of batteries in a fire.
- Replace all batteries of the same type/brand at the same time.
- The supply terminals are not to be short-circuited.

WARNING Lithium Polymer batteries are significantly more volatile than alkaline or Ni-Cd/Ni-MH batteries used in RC applications.

All manufacturer's instructions and warnings must be followed closely.

Mishandling of Li-Po batteries can result in fire.



- Fully charge the internal battery before first use.
- Always fully charge the internal battery in repeat use.
- The supply terminals are not to be short-circuited.
- Do not use the battery with the positive and negative terminals reversed.
- Do not attempt to open, disassemble or shortcircuit the internal battery.
- Stop using and do not recharge the internal battery that shows leakage, damage or deformation.
- Do not charge or store internal battery near combustible materials, fire, where temperature is extremely high, or where it is wet or damp.
- Never dispose of the internal battery in fire.
- Do not allow the internal battery to overheat at any time! Cells that reach greater than 60°C (140°F) can and usually will become damaged physically and could possibly catch fire! Always inspect a battery which has previously overheated for potential damage and do not re-use if you suspect it has been damaged in any way.
- Do not modify the internal battery in any way that might result in permanent damage or dangerous responses.

WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT DIRECTIVE

The Waste Electrical and Electronic Equipment (WEEE) Directive requires the recycling of waste electrical and electronic equipment. The equipment that you have purchased may contain substances that are hazardous to health and the environment. In order to prevent the release of these substances into the environment and to reduce the pressure on natural resources, we encourage you to use appropriate return systems. These systems will ensure that most of the materials in your equipment are properly reused or recycled at the end of its operational life. The crossed-bin symbol signifies that this product should not be disposed of in general waste or landfill facilities. For further information on collection, reuse and recycling systems, please contact your regional waste management administration.



This symbol is only valid in the European Union. If you wish to discard this product, please contact your local authorities or dealer and ask for the correct method of disposal.

IMPORTANT SAFETY INFORMATION

Keep FlyLine® plane away from your face, eyes and hair and those of others at all times. Keep fingers away from the moving propellers. Do not launch plane near other people or animals. Do not fly near overhead wires, buildings, trees, or other obstructions. For charging, use ONLY the charger provided in this package. Do not overcharge your plane. Follow the charging instructions provided in the instruction manual contained within this package.

QUESTIONS?

For more information, call our customer inquiry line at 1-855-OWN-DAIR (1-855-696-3247) or visit our FlyLine® website for additional tutorials, tips, tricks and advice on becoming an ace pilot at www.FlyLineRC.com

FCC REQUIREMENT

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.

NOTE

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 and 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 experienced radio/TV technician for help.

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.

WARNINGS AND SAFETY

PLEASE READ THIS FIRST

Caution: Not recommended for children under 6 years of age. As with all battery operated products, precautions should be observed during handling and use to prevent injury and damage.

*****Supervision recommended for children under 14*****

Battery operated toy.

- (1)** Observe all warnings and safety instructions provided in your Instruction Manual provided with your Flight System. Otherwise, serious injury and damage can occur. Think safety first.
- (2)** Keep propeller away from body parts, even when it isn't spinning, as it could be turned on by accident. Beware of hair becoming entangled in the propeller.
- (3)** Adult supervision is recommended for ages 14 and under.
- (4)** DO NOT FLY IF TOO WINDY, you can lose control and crash causing injury or damage. Never fly near people, vehicles, train tracks, buildings, power lines, water, hard surfaces or trees. Never allow anyone to attempt to catch the aircraft or enter the flying area while it's in flight or serious injury can result.
- (5)** Battery charging: Only use a battery charger intended for use with the flight battery. Never leave the transmitter unattended while charging. This will help prevent overcharging. While charging, place the transmitter on a heat resistant surface. Do not lay it on carpet or upholstery while charging. Never use wet hands in contact with the battery.
- (6)** Never cut into the battery or airplane wires or serious injury can occur. Causing the battery to "short out" (connecting positive-red and negative-black bare wires) can cause a fire, serious injury and damage.
- (7)** Lithium batteries may burst and catch fire with improper use. Read all safety instructions and warnings included with this product. Store batteries in a cool and dry place and never store and transport the battery with metal objects.