Get Ready to Rule the Skies! AIR HOGS® Intruder™ can fly through the skies at over 400MPH scale speed¹. Featuring an onboard computer, Intruder provides you with maximum control over direction and altitude with easy left, right, thrust, and landing controls. Intruder features an Auto Takeoff System for smooth launches and an Out-of-Range Auto Landing System. Learning to fly a radio-controlled airplane is a lot of fun and following these basic instructions will help you to become an expert pilot.

 PLEASE READ THESE INSTRUCTIONS BEFORE FLYING!

 ! IMPORTANT Problems? PLEASE DO NOT TAKE YOUR AIR HOGS® INTRUDER TO THE STORE! Call our Flight Technicians at: 1-800-622-8339

GETTING TO KNOW YOUR AIR HOGS® INTRUDER™

Check to make sure contents are complete:

1. Intruder™ Radio-Controlled Airplane
1. Controller
1. Docking Station Charger
1. Learn-to-Fly Video

1. 400MPH IS SCALE SPEED (1:24 SCALE)

REV 6 ITEM NUMBERS: 40065 & 40066

1. 400MPH IS SCALE SPEED (1:24 SCALE)
1. Installing the Controller Battery
   • The Controller takes one 9V alkaline battery (not included).
   • To install the 9V battery, use a Philips screwdriver to unscrew the Battery Door.
   • Make sure that the positive (+) contact is aligned with the “+” sign inside the battery chamber and the negative contact (-) is aligned with the “−” sign inside the battery chamber.
   • Replace the Battery Door by inserting the battery door tab into the slot on the controller.
   • Tighten the screw.

   **IMPORTANT:** CHECK TO MAKE SURE YOUR BATTERY IS INSTALLED PROPERLY BY TURNING THE CONTROLLER ON. THE RED LIGHT ON THE FRONT OF THE CONTROLLER SHOULD LIGHT UP. IF IT DOES NOT LIGHT UP, YOU MAY HAVE INSTALLED THE BATTERY INCORRECTLY OR THE BATTERY MAY BE DEFECTIVE.

2. Installing the Docking Station Charger Batteries
   • The Docking Station Charger takes 6 C alkaline batteries (not included).

   **IMPORTANT:** BEFORE INSTALLING THE 6 C ALKALINE BATTERIES, CHECK THE NEGATIVE CONTACT END OF THE BATTERY TO ENSURE IT IS FLAT. IF THE NEGATIVE ENDS ON YOUR BATTERIES HAVE CENTRALLY-LOCATED CIRCULAR INDENTS, THEY WILL NOT WORK WITH THIS TOY.

   • To install the six C alkaline batteries, use a Philips screwdriver to unscrew the Battery Door.
   • Slide the Battery Door out, as shown, until the tabs align with the slots on the Docking Station Charger.
   • You can now lift the battery door up and away from the docking station charger.
   • Install the six C alkaline batteries as shown: align the negative battery contact (-) is with the “−” sign and the positive (+) contact with the “+” sign. **Tip:** follow the battery outlines that are etched on the charger for proper installation.
   • Once the alkaline batteries are all in place, replace the Battery Door and tighten the screw.

   **IMPORTANT:** BE CAREFUL TO PROPERLY ALIGN ALL 6 TABS ON THE BATTERY DOOR WITH THE 6 SLOTS IN THE DOCKING STATION WHEN REPLACING THE BATTERY DOOR COVER, OR THE BATTERY DOOR COVER WILL NOT ALIGN PROPERLY AND YOU WILL NOT BE ABLE TO TIGHTEN THE SCREW.

**APPLYING YOUR INTRUDER™ STICKERS:**

1. Peel each mylar label from the adhesive backing.
2. Apply the sticker to the plane as shown.

   **IMPORTANT:** WHEN APPLYING YOUR INTRUDER LABELS, ENSURE THAT THEY ARE PLACED FLAT TO THE SURFACE OF THE PLANE. CREASES OR BUMPS IN THE LABELS MAY ADVERSELY AFFECT THE PLANE’S FLIGHT.
1. Set the **Charge Selector Switch** on the **Docking Station Charger** to one of the following 2 positions:
   i. **POWER CHARGE (2)**: Set the charge selector to “2” to give your plane a longer charge. This will result in the greatest power and the longest flights. This charge time will take 2.5 minutes.
   ii. **SPEED CHARGE (1)**: Set the charge selector to “1” to give your plane a quick charge. The plane will charge in only 1.25 minutes, but the flight time will not be as long as the Power Charge.

2. Ensure the **Flight Mode Selector** on the **Plane** is switched to the off, or “0”, position. If the plane is not turned off, it will not charge.

3. Attach the **Plane** to the **Docking Station** by lowering the Plane onto the Docking Station Charger until you hear a “click”. You will need to be sure to align the plane’s **Docking Port** with the **Docking Rod** on the Docking Station Charger, as shown. Make sure that the plane’s **Alignment Tab** is lined up with the **Alignment Port** on the Docking Station Charger.

   **IMPORTANT:** YOU MUST SET THE CHARGE SELECTOR TO THE DESIRED CHARGE SETTING BEFORE ATTACHING THE **PLANE** TO THE DOCKING STATION. FAILURE TO DO SO WILL RESULT IN AN INCOMPLETE, OR INCORRECT, CHARGE AND YOUR **PLANE** MAY NOT FLY.

   As soon as the **Plane** is docked to the **Docking Station Charger**, it will begin charging. It is important to note that you must select the charge mode you want before docking the **Plane** to the **Docking Station Charger**!

   The red light on the **Docking Station Charger** will blink to indicate the **Plane** is charging. The green light will light up when the **Plane** is fully charged and ready for use.

   **Continued...**
FLYING YOUR AIR HOGS® INTRUDER™:

ALWAYS FLY YOUR INTRUDER AIRPLANE IN A WIDE OPEN GRASSY AREA THAT IS FREE FROM OVERHEAD WIRES, TREES, BUILDINGS AND OTHER OBSTRUCTIONS. DO NOT FLY THE PLANE IN ELECTRICAL STORMS OR OTHER ADVERSE WEATHER CONDITIONS. DO NOT FLY YOUR PLANE IF THE TEMPERATURE IS LESS THAN 32°F/0°C OR ABOVE 104°F/40°C. IT IS BEST TO FLY ON A CLEAR DAY WITH NO WIND.

DO NOT FLY THE PLANE IN WINDY CONDITIONS. FLYING IN WIND WILL RESULT IN POOR FLIGHT PERFORMANCE AND MAY CAUSE YOUR PLANE TO BECOME DAMAGED AND/OR LOST!

1. Preparing for Take Off
   • Before flying your plane, check the direction of the breeze.
   • Always toss your plane AGAINST the breeze for the best take off and flight results.

2. Ready the Controller
   • Move the ON/OFF switch on the bottom of the controller to the ON position.
   • Extend the antenna ALL THE WAY.

3. Uncoil the Plane’s Antenna
   Be careful to fully uncoil and straighten your plane’s antenna before flying. If the antenna is not straight, you may not be able to control the plane during flight. Never pull or yank on the antenna, as it is fragile. Pulling the antenna may loosen it, or remove it completely, and you will not be able to control the plane.

4. Start the Engines by Selecting the Flight Mode:
   • Your Intruder has 2 flight modes: Beginner and Advanced. The Beginner Mode (1) results in smooth graduated turns. The Advanced Mode (2) results in slightly sharper turns.
   • It is recommended that new RC pilots use the Beginner Mode (1) as it makes flying easier than the Advanced Mode (2).
   • Moving the Flight Mode Selector into either the Beginner (1) or Advanced (2) modes, will AUTOMATICALLY start the plane’s engines.

Tip: If you can feel the wind against your face, you are facing the correct direction. If the wind is at your back, turn around until you feel the wind on your face.

You are now ready to fly your plane.

Continued...
5. Launch the Plane:
TO LAUNCH THE PLANE, TOSS IT GENTLY INTO THE WIND, ENSURING THAT THE PLANE IS LEVEL WITH THE GROUND DURING THE LAUNCH. IF THE PLANE IS TILTED SLIGHTLY UPWARD OR DOWNWARD, YOUR LAUNCH MAY NOT BE SUCCESSFUL AND THE PLANE MAY CRASH.

6. Auto Take Off System:
Your Intruder’s Auto Take Off System is programmed to set the plane to “auto pilot” for the first 5 seconds that the engines are running. This is so the plane will fly at full thrust and achieve maximum lift and altitude.

IMPORTANT: DURING THE INITIAL 5 SECONDS OF FLIGHT, THE AUTOPILOT PROGRAM CONTROLS THE PLANE. YOU WILL NOT BE ABLE TO MANEUVER THE PLANE DURING THIS TIME.

7. Controlling The Plane:
To make the plane turn RIGHT, move the DIRECTIONAL TOGGLE to the RIGHT.

To make the plane turn LEFT, move the DIRECTIONAL TOGGLE to the LEFT.

To make the plane go UP, press the THRUST button.

To make the plane LAND, hold down the LAND button.

NOTE: THE PLANE WILL CONTINUE TO DO THE REQUESTED ACTION UNTIL THE TOGGLE/BUTTON IS RELEASED.

Control Reversal: When the plane is flying towards you, the controls are reversed. To make the plane go to your left, move the Toggle Switch to the right. To make the plane go to your right, move the Toggle Switch to the left. The Toggle Switch controls the PLANE’S right and left. Tip: Imagine that you are in the pilot’s seat. This will help you to visualize how the plane will react as you move the controls.

8. Auto Land System for Out of Range Flight:
When Intruder flies out of range, its on-board computer is programmed to automatically begin the landing process. It is important to understand that the Intruder is programmed to perform a smooth graduated landing that will require time for the plane to reach the ground. Do not lose sight of your plane at any time.

REPAIR CENTER
If the wings on your plane get damaged, they can be easily repaired with clear tape as shown.
<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>CAUSE</th>
<th>SOLUTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Red Charging Light is Not Blinking.</td>
<td>1. It is a Sunny Day.</td>
<td>1. On very sunny days, it may be difficult to see the red charging light blinking. Shade the light with your hand to see if it is blinking. If not, it may be #2.</td>
</tr>
<tr>
<td></td>
<td>2. Plane is not securely docked to the docking station charger.</td>
<td>2. Secure the plane to the docking station as detailed in “CHARGING YOUR AIRPLANE”.</td>
</tr>
<tr>
<td>Engines Will Not Start.</td>
<td>1. Plane is Not Fully Charged.</td>
<td>1. Charge the plane following “CHARGING YOUR AIRPLANE” instructions.</td>
</tr>
<tr>
<td></td>
<td>2. Flight Mode Selector is in the “0” position.</td>
<td>2. Set the Flight Mode Selector to “1” for Beginner or “2” for Advanced.</td>
</tr>
<tr>
<td>No Control.</td>
<td>1. Controller is not ON.</td>
<td>1. Turn Controller “ON”.</td>
</tr>
<tr>
<td></td>
<td>2. 5-Second Auto Take Off System is Active.</td>
<td>2. The Auto Take Off System sets the plane to auto pilot for the first 5 seconds of flight. It will automatically return the plane to manual control after the 5 seconds is complete.</td>
</tr>
<tr>
<td></td>
<td>3. No Battery In Controller or Low Battery Power.</td>
<td>3. Replace the battery in the controller following the “INSTALLING THE CONTROLLER BATTERY” section above.</td>
</tr>
<tr>
<td></td>
<td>4. Airplane Antenna is Not Fully Extended All the Way.</td>
<td>Gently uncoil the plane’s antenna all the way.</td>
</tr>
<tr>
<td></td>
<td>5. Controller Antenna is Not Fully Extended.</td>
<td>Extend the Silver Controller Antenna All the Way.</td>
</tr>
<tr>
<td></td>
<td>6. IT IS A WINDY DAY.</td>
<td>DO NOT FLY ON WINDY DAYS. WIND MAY OVERPOWER YOUR PLANE’S ENGINES AND YOU WILL BE UNABLE TO CONTROL THE PLANE.</td>
</tr>
<tr>
<td>Plane Turns in the Wrong Direction.</td>
<td>1. Plane is flying towards you and you have not reversed the way you are manipulating the controls.</td>
<td>1. When the plane is flying towards you, toggling left will cause the plane to turn right and toggling right will cause the plane turn left. (See “CONTROL REVERSAL” page 5.)</td>
</tr>
<tr>
<td>Plane Turns Too Sharply and Crashes.</td>
<td>1. Directional toggle is being held to the right (or left) for too long.</td>
<td>Try pulsing the toggle to the right (or left) instead of holding it firmly to the right (or left). Pulse right and release, pulse right and release. This will result in a more graduated turn.</td>
</tr>
<tr>
<td></td>
<td>2. Plane is set to ‘2’, or advanced flight mode. In advanced flight mode, the turning control is enhanced and the plane will turn more sharply.</td>
<td>Set the flight mode selector to ‘1’, or beginner flight mode, for more graduated turning.</td>
</tr>
<tr>
<td>Plane is Flying Too Low.</td>
<td>1. The plane’s charge is running out.</td>
<td>1. Press the thrust button for a POWER BOOST.</td>
</tr>
<tr>
<td></td>
<td>2. Plane is flying at normal thrust.</td>
<td>2. The plane’s engines will run at a regulated speed. This is normal. If you want the plane to go higher, press the thrust button.</td>
</tr>
<tr>
<td>PROBLEM</td>
<td>CAUSE</td>
<td>SOLUTION</td>
</tr>
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<td>-----------------------------------------------------------------------</td>
<td>----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Plane Has No Power.</td>
<td>1. The Docking Station Charger’s 6 C batteries are used and need replacing.</td>
<td>1. Replace the 6 C batteries in the Docking Station Charger by following the “Installing the Docking Station Charger Batteries” section on page 2.</td>
</tr>
<tr>
<td></td>
<td>2. Plane appeared to charge (red light blinked), but the plane was not fully docked onto the charger. If the plane's docking port is sitting on the docking rod it may cause the red light to blink. However, if you have not pushed the plane ALL THE WAY onto the docking rod, the connection will not be strong enough to allow a charge to occur.</td>
<td>2. Attach the plane to the docking station charger and TEST if it is ALL THE WAY ONTO THE DOCKING ROD by holding the charger base (with plane attached) and turning it upsidedown in the air. If the plane stays attached, it is docked correctly and your plane should charge. If the plane falls off, then it was not docked ALL THE WAY ONTO THE DOCKING ROD and will not charge. In this case, reattach the plane to the docking station charger and repeat this exercise.</td>
</tr>
<tr>
<td>Flight Times Are Too Short.</td>
<td>1. Charge Selector was set to “1” for Speed Charge.</td>
<td>1. Dock the plane to the docking station and set the charge selector to Power Charge, or “2”. This will increase the battery charge.</td>
</tr>
<tr>
<td></td>
<td>2. The Docking Station Charger’s 6 C batteries are used and need replacing.</td>
<td>2. Replace the 6 C batteries in the Docking Station Charger by following the “Installing the Docking Station Charger Batteries” section on page 2.</td>
</tr>
<tr>
<td>Plane Will Not Land.</td>
<td>1. Land Button is Being Pressed, but then Released.</td>
<td>1. The Land Button causes the plane to decrease engine speed for as long as you hold the button down. If you release the button, the plane's engines will return to normal cruising speed. To land the plane, you must continue to hold the down the Land Button.</td>
</tr>
<tr>
<td>Plane flies straight up and then straight down.</td>
<td>1. You are launching the plane at an upward angle to the ground.</td>
<td>1. Make sure that the plane's nose is level with the ground during the launch. Do not tilt the plane upward when launching. It may take some practice to perfect the launch.</td>
</tr>
<tr>
<td></td>
<td>2. Thrust button is pressed for too long or too often during strong headwinds.</td>
<td>2. If you see your plane’s nose point sharply upward, release the Thrust button immediately. The plane is rising on too steep an angle. Steep inclines into the air will cause the plane to sharply decline when the Thrust button is released.</td>
</tr>
<tr>
<td>Plane flies straight out and then downwards quickly.</td>
<td>1. You are launching the plane at a downward angle to the ground.</td>
<td>1. Make sure that the plane’s nose is level with the ground during the launch. Do not tilt the plane downward when launching. It may take some practice to perfect the launch.</td>
</tr>
</tbody>
</table>
BATTERIES

REQUIRED BATTERIES:
Airplane takes Rechargeable Batteries (Included).
Docking Station Charger takes 6 C Batteries (Not Included).
Controller takes 1 9 Volt Battery (Not Included).

IMPORTANT BATTERY INFORMATION:
Battery installation should be performed by an adult. Use only batteries recommended on this package and in the instruction sheet. Be careful to install the batteries with the correct polarity, as indicated.
• Do not mix old and new batteries
• Do not mix alkaline, standard or rechargeable batteries
• Battery installation should be done by an adult
• Non-rechargeable batteries are not to be recharged
• Rechargeable batteries are to be removed from the toy before being charged (if removable)
• Rechargeable batteries are only to be charged under adult supervision (if removable)
• Only batteries of the same or equivalent type as recommended are to be used.
• Batteries are to be inserted with the correct polarity
• Exhausted batteries are to be removed from the toy
• The supply terminals are not to be short-circuited.
Exhausted batteries are to be removed, as they will adversely affect the performance.

CAUTION: Plane contains rechargeable cell(s). If fluid leaks from plane avoid contact with eyes and dispose of plane.

ONLY USE DOCKING STATION CHARGER SUPPLIED WITH THE AIR HOGS® INTRUDER™. DO NOT USE ANY OTHER SOURCE TO CHARGE THE AIR HOGS® INTRUDER.

FCC REQUIREMENT

1. This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:
   • This device may not cause harmful interference.
   • This device must accept any interference received, including interference that may cause undesired operation.
2. Do not attempt to repair or modify this equipment. Changes or modifications not expressly approved by the party responsible for its compliance could void the user’s authority to operate the equipment.

IMPORTANT SAFETY INFORMATION

Keep plane clear from face and eyes. Keep fingers away from moving propeller(s). Do not launch at people or animals. Use caution: make sure people know you are playing with AIR HOGS®. Recommended for use in wide open grassy areas. Do not fly near overhead wires. Do not use Intruder during electrical storms. Point plane away from face when launching. Use only docking station charger included in this package. Use only controller included in this package. Use alkaline batteries only.

WARNING: DO NOT PLACE ANYTHING ON TOP OF YOUR PLANE. DO NOT LEAVE YOUR PLANE UPSIDE DOWN RESTING ON ITS WING TIPS. IF YOU DO EITHER OF THESE THINGS, THEY MAY CAUSE THE FOAM TO DEFORM AND THE WINGS TO BECOME MISHAPEN. IF THIS HAPPENS, YOUR PLANE MAY NOT FLY. TO PRESERVE THE LIFE OF YOUR INTRUDER, BE CAREFUL TO STORE THE PLANE IN A SAFE PLACE WITH NOTHING RESTING ON IT, AND NEVER STORE THE PLANE IN AN UPSIDE DOWN POSITION.

ADULT SUPERVISION RECOMMENDED.