# *Blimp Bomber radio-controlled airship*
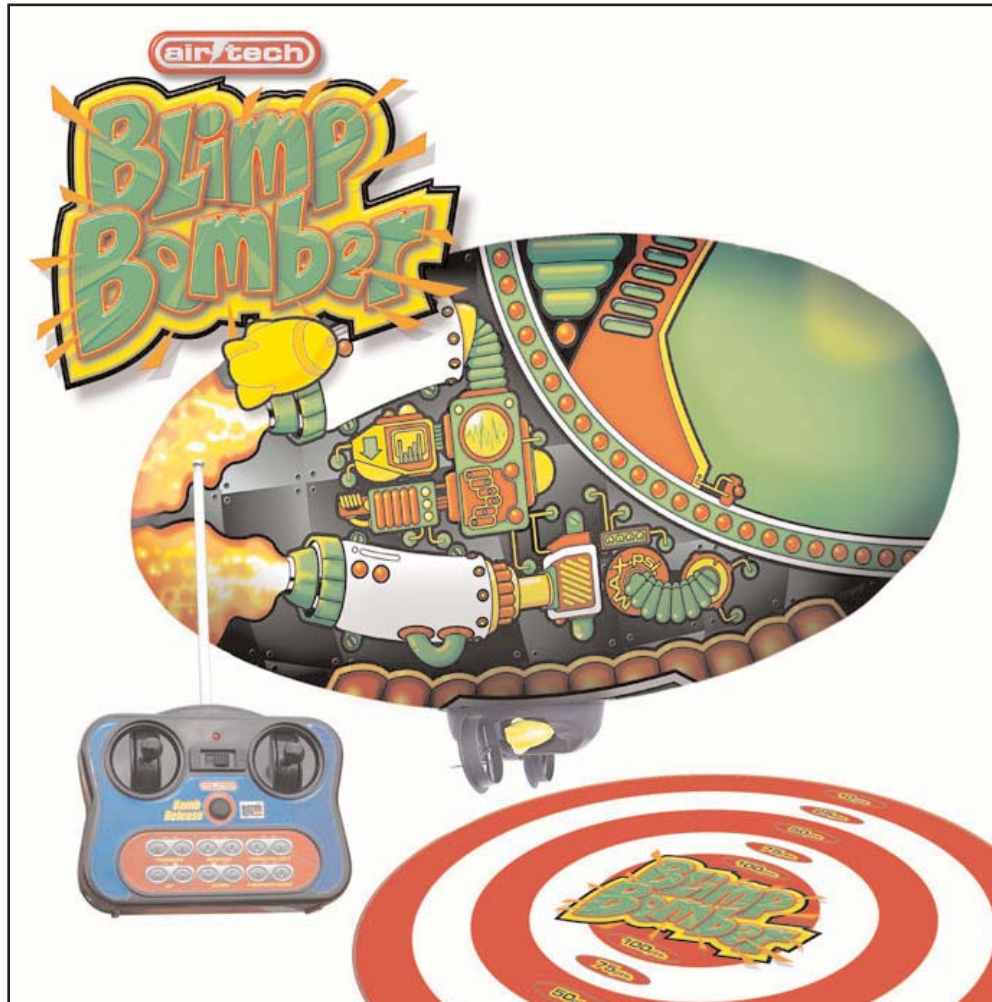


- **Radio-Controlled.**
- **Quiet, Safe Electric Flight.**
- **Includes Vinyl Target.**
- **Requires:**
  **One 9V Alkaline Battery for Transmitter**
  **One CR123A Lithium Battery for Gondola**
  **Helium (available at most party**
  **supply stores and florists)**

Items may differ from images depicted above

Congratulations on the purchase of your Air-Tech airship. Your new aircraft is designed to be easy to fly and to survive the learning curve associated with new R/C pilots. But, as with any sophisticated device, you must learn how to operate it and care for it. Please read this manual thoroughly

**Be sure to assemble and fly your airship only under adult supervision.**
•
**Do not fly near people, pets or appliances.**
•
**Use common sense when operating your airship!**
•
**Keep clear of the propeller blades.**

**Your kit includes:**
1. Metallized inflatable balloon
2. Gondola (thruster module)
3. Transmitter with antenna
4. Putty (for balancing/ballast)
5. Rudder fins

**You also need (not included):**
1. 1 Battery CR123A (3V Lithium battery) for the gondola.
2. 1 Battery 6F22 (9V Alkaline battery) for the transmitter.
3. Helium gas for the balloon (available from florists, party shops, or any other shop selling balloons).
4. Single and double sided-tape to attach gondola and fins to balloon.

**Install Batteries**

Open the gondola's battery compartment by removing the screw from the battery compartment's door. Insert a CR123A lithium battery into the battery holder, ensuring that the polarity is correct. Close the battery compartment and tighten the screw.

Remove the battery cover located at the rear of the transmitter by sliding it downwards. Insert a 9V alkaline battery into the battery compartment, again being careful to position it so that the polarity is correct.
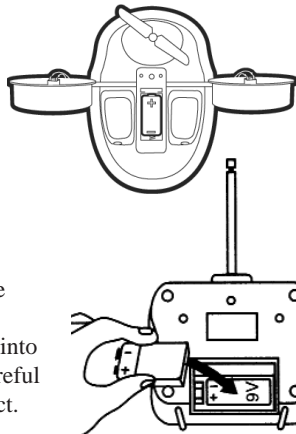
**Fill Balloon with Helium**

Insert the helium tank nozzle into the Auto-Seal Valve, which is located within the flap on the seam of the balloon. Gently push the nozzle into the opening - be careful not to push the nozzle too far as it may damage the balloon's Auto-Seal Valve. Fill the balloon with Helium until the balloon becomes firm, without over-stressing the seams. Remove the filler nozzle then close the auto-seal valve by pressing the Auto-Seal Valve back together. Note that you can roll the flap up and tape it in position to minimize any chance of Helium leaking out.
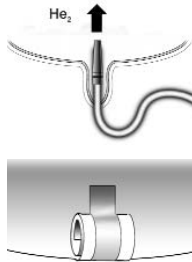
**Connect the Gondola (Thruster Module)**

Apply double-sided tape to the inside bottom of the gondola, around the flat outer area or by which the gondola will be attached to the balloon.

Secure the module to the underside of the blimp. You may find it easiest to hold the helium-filled airship with one arm while pressing the taped

module to the bottom center of the balloon with the other hand. Another option is to allow the balloon to rise to the ceiling and then attach the gondola from the underside.
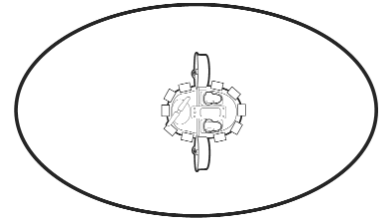
Once the module is attached, apply single-sided tape around the outside lip to ensure maximum adhesion. Note that the On/Off switch of the gondola should face the rear of the balloon.

Uncoil the antenna wire and let it trail from the rear of the module - away from the propellers.

NOTE: Placing the module in the position required for proper balance may take a few attempts. You can remove and reposition the module by carefully peeling it away from the balloon. Notice how the balloon reacts with the weight of the gondola. If it is nose-heavy then move it slightly backward. If it is tail-heavy then try moving it slightly toward the front of the balloon. Make sure the module is aligned straight along the axis of the balloon!
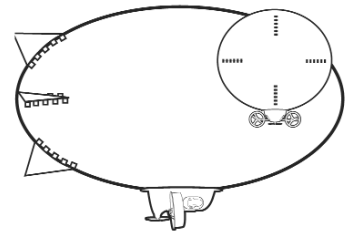
**Install the Styrofoam Fins**

Carefully separate the die-cut styrofoam sheet into 4 fins by following the perforated lines. Each fin has one edge with tabs that need to be separated. Bend each tab 90° - The first tab to the left and the next to the right, continuing to alternate to the end .

Attach the fins to the rear of the Blimp by using double-sided tape or regular Scotch tape. Ensure that the fins are straight!
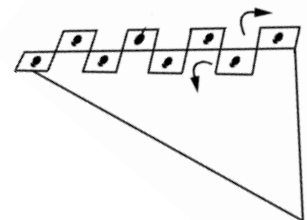
**Ballast the Balloon**

The blimp must be adjusted so that it is neutrally buoyant. This is merely a fancy way of saying that the blimp must float at about eye-level without rising or falling. This is accomplished by adding the correct amount of 'ballast' putty. Note that the bombs and battery must already be installed at this point (see next page).

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Make sure that you are indoors, away from any ventilator, air-conditioner outlet or any other source of air currents.

Allow the weight of the gondola to gently roll the balloon upright, so that the gondola hangs underneath.

ballast putty

Slowly release the balloon and note its vertical movement: If the balloon floats upwards place a small piece of putty along the centerline of the gondola. Test the result of the ballast change by again seeing if the blimp rises when released. Continue adding putty until the blimp has no more tendency to rise.

*Tip! The putty sticks well to almost any surface once it has been kneaded for a few seconds, to soften it. Try to place the putty along the centerline of the gondola (center, front to back). Balance the gondola by placing equal amounts on either side of module. Be sure to keep the putty away from the propellers.*

If the balloon sinks remove some of the putty. If the balloon sinks without any putty having been added, carefully add more Helium to the balloon (not too much, as overfilling will cause balloon to burst). Adjust & Repeat until the balloon floats in the air when released. If the problem persists, try refilling the balloon with fresh Helium.

Note that if you are in a high altitude area, your balloon will not float due to the low air density at your level. In this case, contact us for a high-altitude balloon. This high altitude balloon is only suitable for high-altitude areas and cannot be used near sea-level due to it's extreme lift.

**Important!**
The balloon will float for many weeks. However, Helium is a very small atom and will slowly dissipate through the material of the balloon. The balloon will eventually start to look saggy but will probably continue to float. You can use a straw to carefully blow a bit of air into the balloon to plump it up. Eventually, enough Helium will escape through the balloon to cause the balloon to sink. When this happens, add a small amount of helium as described above. Make sure to adjust the ballast if necessary.

**Loading the Bombs**

bomb mount

The foam bombs each have a magnetic nose which fits into the yellow 'target' printed within each bomb-bay. There is an electromagnet located within this yellow 'target' which holds the bomb until you decide to release it using the bomb release button on the transmitter. A vinyl target is included with your Blimp Bomber to make it easy to test your piloting and bombing skills. Challenge your friends, use your imagination to think up games! Let us know what your favorites are!
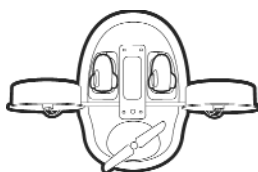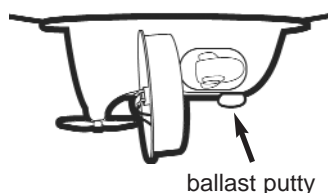
**Operating your blimp**
1. Screw the antenna into the top of the transmitter - do not overtighten.
2. Turn on the transmitter via the face-mounted switch. The red LED should light up. If not, check your battery or replace with a fresh one.
3. Move the thruster module's switch to the 'ON' position.
4. Follow the instructions that are printed on the face of the transmitter. Essentially, each stick controls one of the side-mounted motors causing it to spin forwards or backwards. The resulting thrust causes the blimp to move forwards, backwards, turn or spin in place.

The two buttons mounted on the top of the controller cause the (single) horizontal prop to spin backwards or forwards. This causes the blimp to ascend or descend. You'll find that with practice very precise control of your blimp is possible.

*Tip! For best performance use short bursts of the engines (1-3 seconds). This will conserve battery life as well as make control easier. Experiment with directional control & timing to navigate the vessel as desired. Develop your own skills and techniques!*

To drop bombs, press the bomb release button mounted in the center of the transmitter's face. Each time you press the button a bomb will be released.

**Gameplay**
Compete against friends! Place the target on the floor. Each pilot gets 2 minutes to drop his or her bombs onto the target. The one with the best score wins. Introduce variations... each pilot takes over from the last one at the spot where the blimp happens to be after two minutes. Use your imagination!

Invent competitions such as knocking over targets, steering through courses, time lapse racing or even hone your skills trying to pick up light objects by placing a small paper clip on the end of the antenna wire and using it as a hook (You may have to adjust the Ballast Putty to make up for the extra weight). Try delivering the object to a drop-off zone!

**Safety Precautions for Handling your Blimp**
a. Do not use the balloon outdoors since the slightest breeze could blow the balloon away.
b. Do not fly the balloon near sharp or pointed objects. If the balloon repeatedly bumps into sharp or pointed objects, it will damage the balloon and helium gas will leak even though a hole may not be visible.
c. Do not fly the balloon near people, especially children and pets.
d. Do not operate the balloon near people's face or hair. This is very dangerous because the propellers are constantly turning. If the balloon gets near someone's face or hair, release the controls to stop the propellers from spinning.
e. The metallized balloon may conduct electricity, which could cause harm or injury. The customer alone is completely fully responsible for the control and safe use of the balloon.
f. Control and navigation will be compromised if operating the balloon near a ventilator, air conditioner outlet or any other source of wind. *Avoid rooms with ceiling fans!*
g. Do not fly the balloon near any source of heat (Halogen lights, candles, ovens, heat radiators, etc.).
h. When balloon is not in use, leave it inflated inside a cool, dry room with closed windows and doors.

*Tip! The module's hanging antenna wire can be used as a mooring line to tie the balloon to a fixed object.*

i. Do not store the balloon in an area where there is a temperature variance of more than 10°. Such an increase in temperature will cause the balloon to expand. If this occurs, carefully open the Auto-Seal Valve carefully inserting a drinking straw and release a small amount of helium.
j. Rooms with windows and direct sunlight may create more than a 10° indoor temperature variance between morning and night. This would NOT be an ideal storage area.
k. The purity of the helium will decrease if air mixes with the Helium. If this occurs, deflate the balloon and refill with fresh Helium.
l. Do not forget to switch OFF the gondola and transmitter when you are finished playing with the blimp.
m. Do not touch the inside of the receiver or the transmitter with your hand or with any metal object.

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n.  When storing the balloon for a long time period:
1. Remove the module from the balloon by carefully peeling off the tape. Be careful to hold on to the balloon so it can't float away!
2. Remove the batteries from transmitter and the gondola.
3. Deflate the balloon by carefully inserting a drinking straw into the balloon's valve and then gently squeezing out the balloon's Helium.

**Warranty in USA and Canada**

Your U.S. Navy Blimp is warranted against any manufacturer's defects. A defective part will be replaced or repaired, with the same or similar model provided that the U.S. Navy Blimp have been operated according to the instructions and that a dated purchase receipt is provided. The warranty does not apply to any product which has been subject to abuse, misuse, and operation different from that described in this manual, negligence, an accident or not observing the general safety precautions. Defects caused by tampering, unauthorized alterations or repairs, or other causes not arising out of defects in material or workmanship are not covered by this warranty. Note that the mylar balloon is NOT covered by the warranty.

**Warranty in Europe and other countries**

The local distributor or retailer will provide a warranty. For further information please contact the retailer you purchased the product from or contact the importer (name is printed on the package).

*Tip!* *Please try operating the units with fresh batteries before returning the product. Weak batteries will cause poor performance.*

Please contact Interactive Toy Concepts Ltd. before returning product to your retailer. Most problems can be solved over the phone or via email.

Address for shipping products under warranty:

Interactive Toy Concepts Ltd.
1192 Martin Grove Road
Toronto, Ontario, Canada
M9W 5M9
email: info@interactivetoy.com
website: www.interactivetoy.com

Product must be returned in it's original packaging, with a proof of purchase and a brief explanation of the problem.

**Replacement Parts**

If you need to, you can order replacement parts directly from us via telephone or email. Please call (416) 444-6873 or send email to info@interactivetoy.com

We reserve the right to make improvements to the design of the Air-Tech Blimp Bomber. Thus, your aircraft may vary slightly from that depicted in the preceding images.

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**Battery Warnings**

Use only fresh non-rechargeable batteries of the same or equivalent type as recommended.

Non-rechargeable batteries are not to be recharged.

Batteries are to be inserted with the correct polarity.

Exhausted batteries are to be removed from the toy.

Batteries are to be removed if the toy will not be used for a few days.

The supply terminals (battery contacts) are not to be short-circuited.

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**FCC Note:  (United States Only)**

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.

3

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**NAVY BLIMP**
Item # 14051

**AIRSHIP AMERICA**
2-channel: Item # 14061
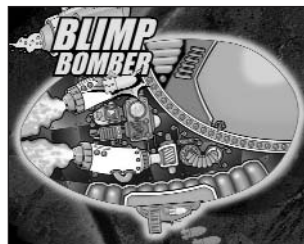3-channel: Item # 05032

**STINGRAY**
Item # 13261

**Alien Wizard**
Item # 02020
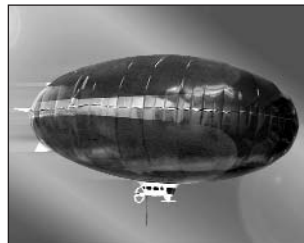
**TURBO BLIMP**
2-channel: Item # 03020
3-channel: Item # 04020

**STEALTH**
Item # 13251

**BATTLE BOTS™**
Item # 06020

**BLIMP BOMBER**
Item # 14001

**AIRSHIP EARTH**
Item # 02420

**SkyFlyer**
Item # 13201

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For more info, visit our website at
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