



EST 2163 (9-98) 82158

FLYING MODEL ROCKET KIT INSTRUCTIONS

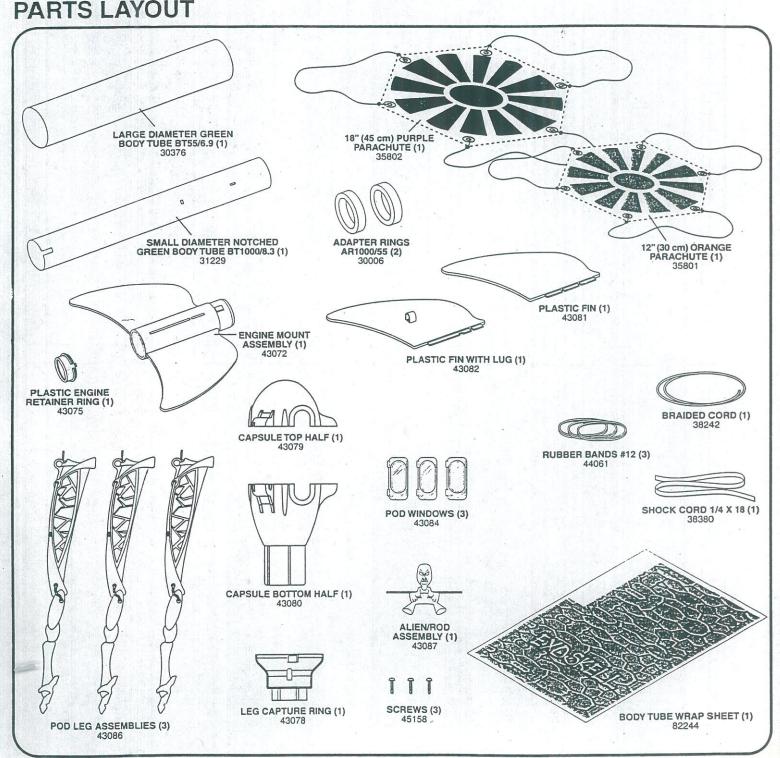
MATERIALS REQUIRED:

PENCIL, RULER, TUBE-TYPE PLASTIC CEMENT, WHITE OR YELLOW GLUE, PIN. HOBBY KNIFE, SMALL PHILLIP'S HEAD SCREWDRIVER. OPTIONAL: SMALL PAINT BRUSH, SILVER BOTTLE PAINT, MEDIUM PAINT BRUSH, BLACK ACRYLIC PAINT, SOFT CLOTH, LIQUID PLASTIC CEMENT, PAPER TOWELS, BLACK MARKER.

Be sure to read all instructions, test fit all parts, and sand as necessary before gluing.

ALL GLUED AREAS ARE SHADED IN GRAY

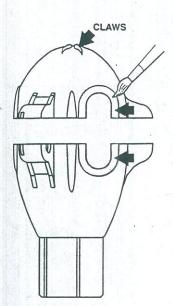
PARTS LAYOUT



NOTE: BEFORE BEGINNING TO BUILD!

If you want your Exo-Skell™ to look like the one pictured on the box, you will need to begin as follows:

A. Wash all of the plastic parts in mildly soapy water and let dry.



B. Paint silver on the legs, claws, and window frames where shown. Let dry.



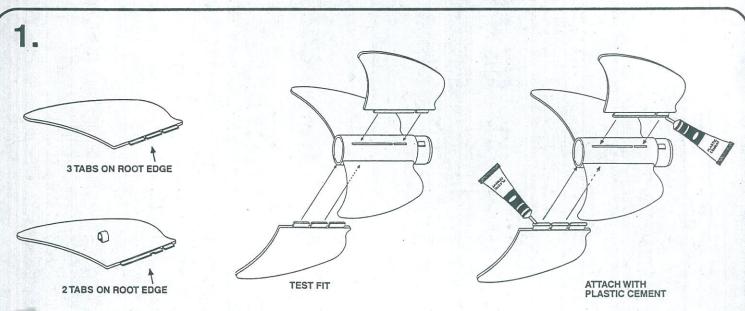


WIPE OFF HIGH SPOTS WITH PAPER TOWEL

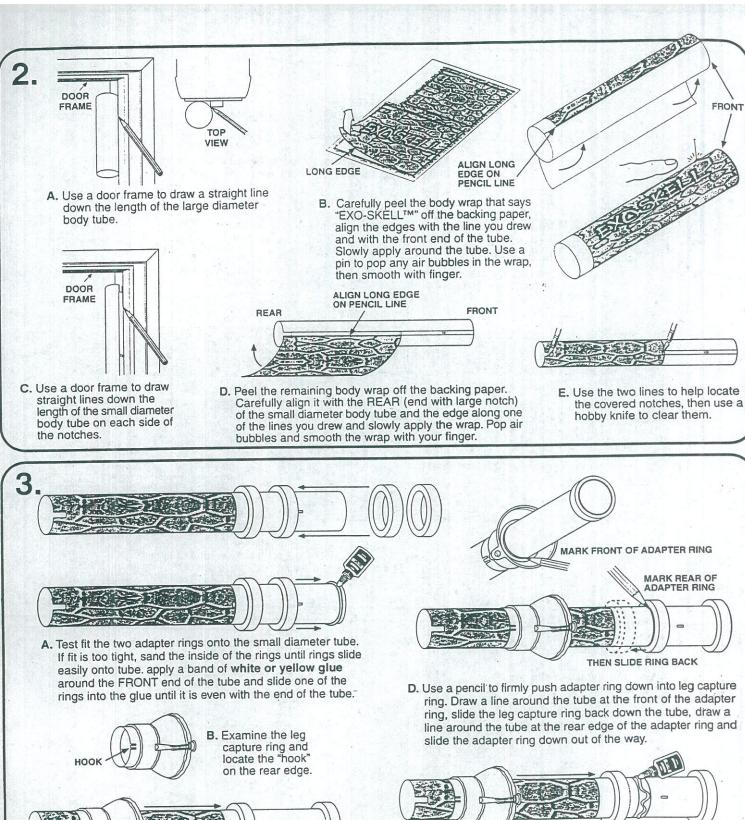
C. Have a piece of wet and a piece of dry paper towel on hand. Use a medium sized paint brush to apply black acrylic paint onto the legs, pod halves and fins. While the solution is still wet, gently wipe the raised areas on the plastic pieces with the dry paper towel. Use the wet paper towel to blend and remove unwanted paint. This is a delicate technique that may require several applications. When you are happy with the effect, let dry completely!



D. Use a black permanent marker or black acrylic paint to color the alien's eyes black.



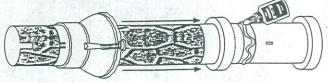
A. Test fit the fins into their slots on the engine mount assembly. Note that the fins have different root edges that key into different slots on the engine mount. Remove fins, apply plastic cement along the root edges, and reapply to engine mount. Set aside to dry completely.



HOOK IN CENTER NOTCH

C. Slide the leg capture ring up the tube so that it "picks up" the adapter ring, and continue until the hook rests in the center notch.

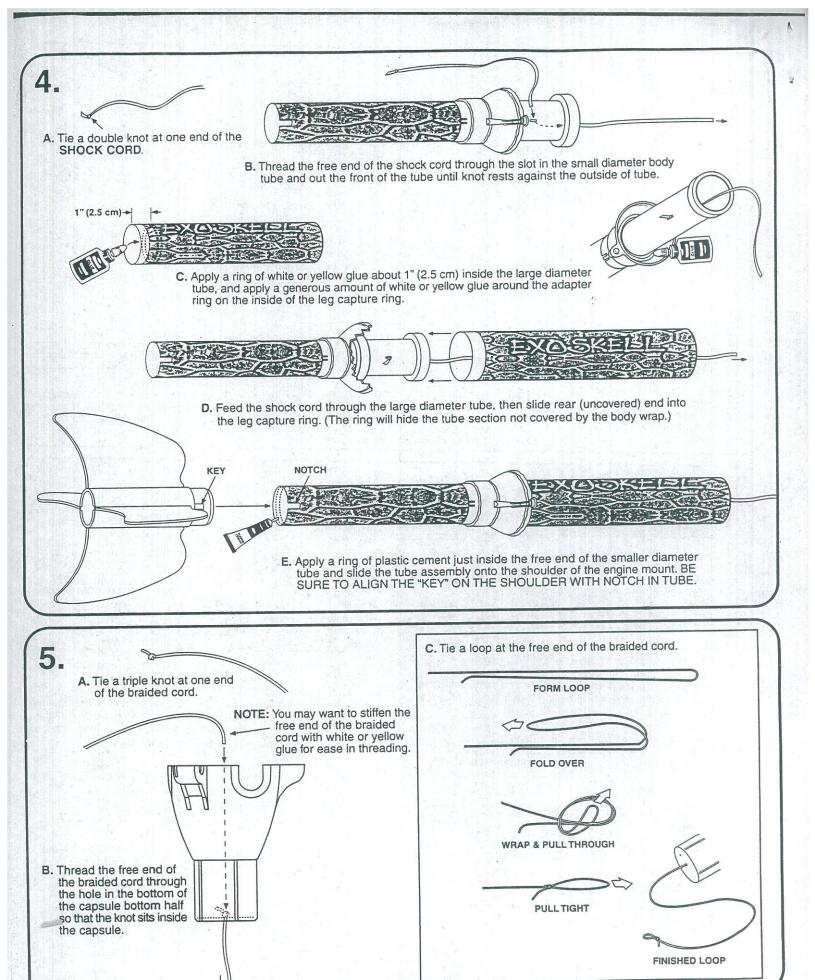
BE CAREFUL NOT TO SLIDE HOOK BEYOND NOTCH!



E. Apply a band of white or yellow glue between the two marks, then slide the adapter ring back into place. Let dry.

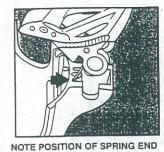


F. Apply a band of TUBE TYPE PLASTIC CEMENT just below the notch, and slide the leg capture ring back into place. Let dry.



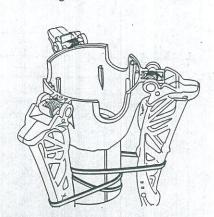


PUSH DOWN AND ROTATE

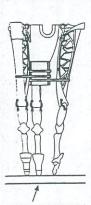


RUBBER BAND

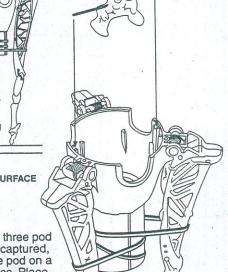
A. Position the free end of the coil spring on one of the pod legs in one of the leg captures on the capsule bottom half. Rotate the leg down and hold in place with a rubber band. BE SURE THE SPRING COIL SPRING IS UNDER TENSION.



B. Apply the other two pod legs in the same manner.

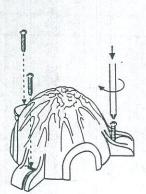


FLAT SURFACE

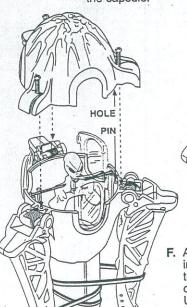


D. Slide the windows into the grooves in the capsule bottom.

C. Once the three pod legs are captured, stand the pod on a flat surface. Place the ends of the alien/rod assembly onto the grooves in the capsule.



E. Use a phillip's head screwdriver to start the screws into the holes on the capsule top half.



F. Align the pin in pod bottom with the hole in pod top and screw the capsule halves together tightly. Once top is secure, carefully release one pod leg at a time. Use caution, as the legs will spring into the "open" position.

OPTION: Before releasing pod legs, you may wish to apply liquid plastic cement to the pod seams for added strength. Be careful not to get liquid plastic cement near any of the moving joints.

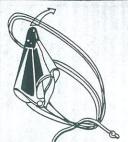
7. MOTHERSHIP PARACHUTE ATTACHMENT



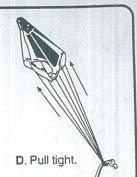
A. Form a loop with the shroud lines attached to the 12" (30 cm) orange Estes® parachute.



B. Tie a triple knot at the free end of the mothership shock cord, then lay cord over loop.



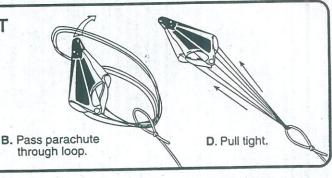
C. Pass parachute through loop.



ASSAULT POD PARACHUTE ATTACHMENT



A. Form a loop with the shroud lines attached to the 18" (45 cm) purple Estes parachute and pass through loop at end of braided cord.

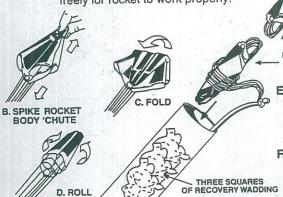


PREPARE PARACHUTES FOR FLIGHT

A. Loosely crumple and insert three squares of recovery wadding into mothership tube.



Wadding must be in place and slide freely for rocket to work properly!

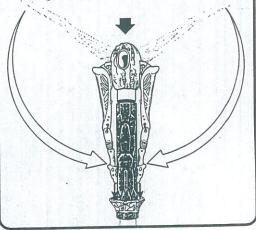


MOTHERSHIP PARACHUTE

E. Wrap shroud lines loosely around mothership 'chute. Insert parachute into rocket. Parachute should slide easily into body tube. If fit is too tight, unfold and repack.

ASSAULT POD PARACHUTE

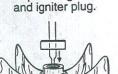
Spike, fold, and roll assault pod 'chute, loosely wrap lines around 'chute, and insert 'chute into mothership tube. G. Slide the assault pod into the rocket body until the legs are captured by the plastic ring as shown.



10 PREPARE ENGINE FOR FLIGHT



A. Separate igniter and igniter plug.



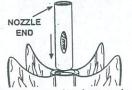
E. Hold rocket upside down, drop in igniter. Igniter must touch propellant.



B. Twist off plastic retainer ring at rear of rocket.



F. Insert igniter plug.



C. Slide engine into rocket body as shown.



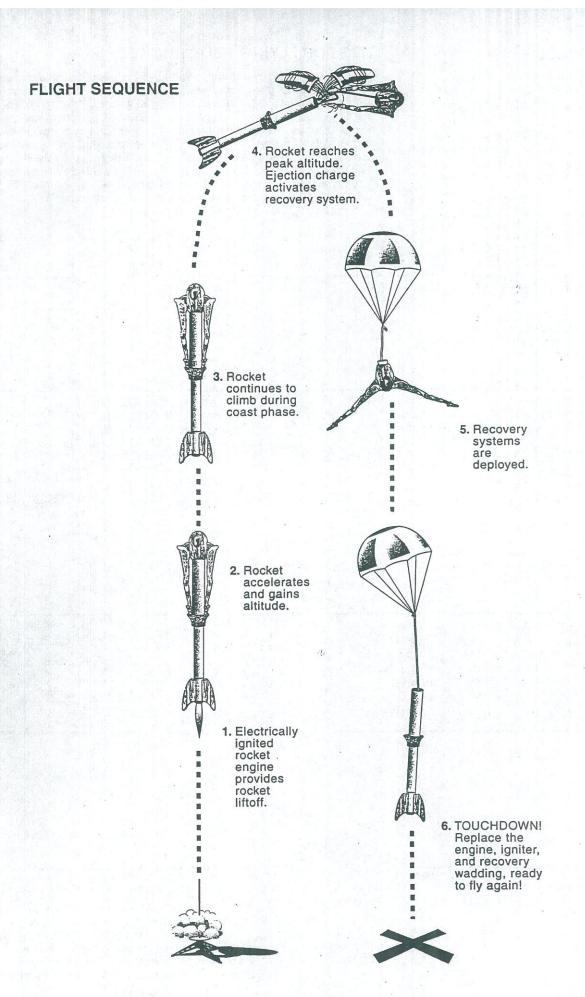
G. Firmly push igniter plug all the way in.



D. Twist plastic retainer ring into locked position to hold engine in place.



H. Bend igniter wires back as shown.



LAUNCH SUPPLIES

To launch your rocket, you will need the following:

- · Launch Pad (Estes Porta-Pad® II)
- Launch Controller (Estes Electron Beam[®] or Laser™ Launcher)
- Recommended Estes Engine: C6-3, C5-3 Use a C6-3 engine for your first flight to become familiar with your rocket's flight pattern.
- Recovery Wadding (EST 302274)

PROJECTED ALTITUDE

· Igniters and Igniter Plugs (included with Estes engines)

 Choose a large field away from power
lines, buildings, tall trees, and low flying
aircraft. Try to find a field at least 250
feet (76 meters) square. The larger the
launch area, the better your chance of

TIPS FOR FLYING YOUR ROCKET

recovering your rocket. Launch area must be free of dry weeds and brown grass.

Launch only during calm weather with little or no wind (wind speed less than 5 mph - 8 kph) and good visibility.

· Don't leave parachute packed more than a minute or so before launch during cold weather (colder than 40° Fahrenheit [4° Celsius]). Parachute may be dusted with talcum or baby powder to avoid sticking.

Always follow the National Association of Rocketry (NAR) MODEL ROCKETRY SAFETY CODE while participating in any model rocketry activities. The safety code is enclosed with this kit.

C6-3 C5-3 230 COUNTDOWN AND LAUNCH

Feet

215

Engine

Safety key must not be in launch controller. The safety cap should be on the launch rod.

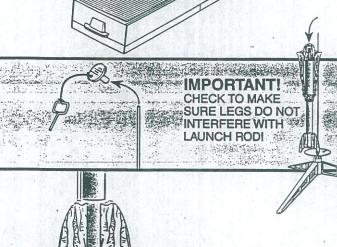
Meters

66

Remove safety cap from launch rod, slide launch lugs over rod. Make sure rocket slides freely and micro-clips are clean for good electrical contact. Make sure the pod legs do not interfere with the launch rod.

Attach micro-clips to the igniter wires. Arrange the micro-clips so they do not touch each other or the metal blast deflector. Attach micro-clips as close to protective tape on igniter as possible.

Move everyone back from your a rocket as far as launch wire will permit at least 15 feet (5 meters).

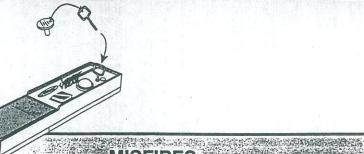


Insert safety key to arm the launch controller.

STANDARD TO SECURE WHEN Start audible countdown.

Push and hold button until engine ignites

For safety, immediately remove safety key from launch controller. Replace safety cap on launch rod.



MISFIRES
When an ignition failure occurs, remove the safety key from the launch control system and wait one minute before approaching the rocket. Remove the expended igniter from the engine and install a new one. Be certain the coated tip is in direct contact with the engine propellant. Broken or chipped coating will not affect the performance of the igniter. Reinstall the igniter plug as illustrated previously. Repeat the countdown and launch procedure