



ESTES INDUSTRIES
1295 H Street
Penrose, CO 81240

(11-98) 84406
EST 1828

STAR
WARSM
EPISODE I

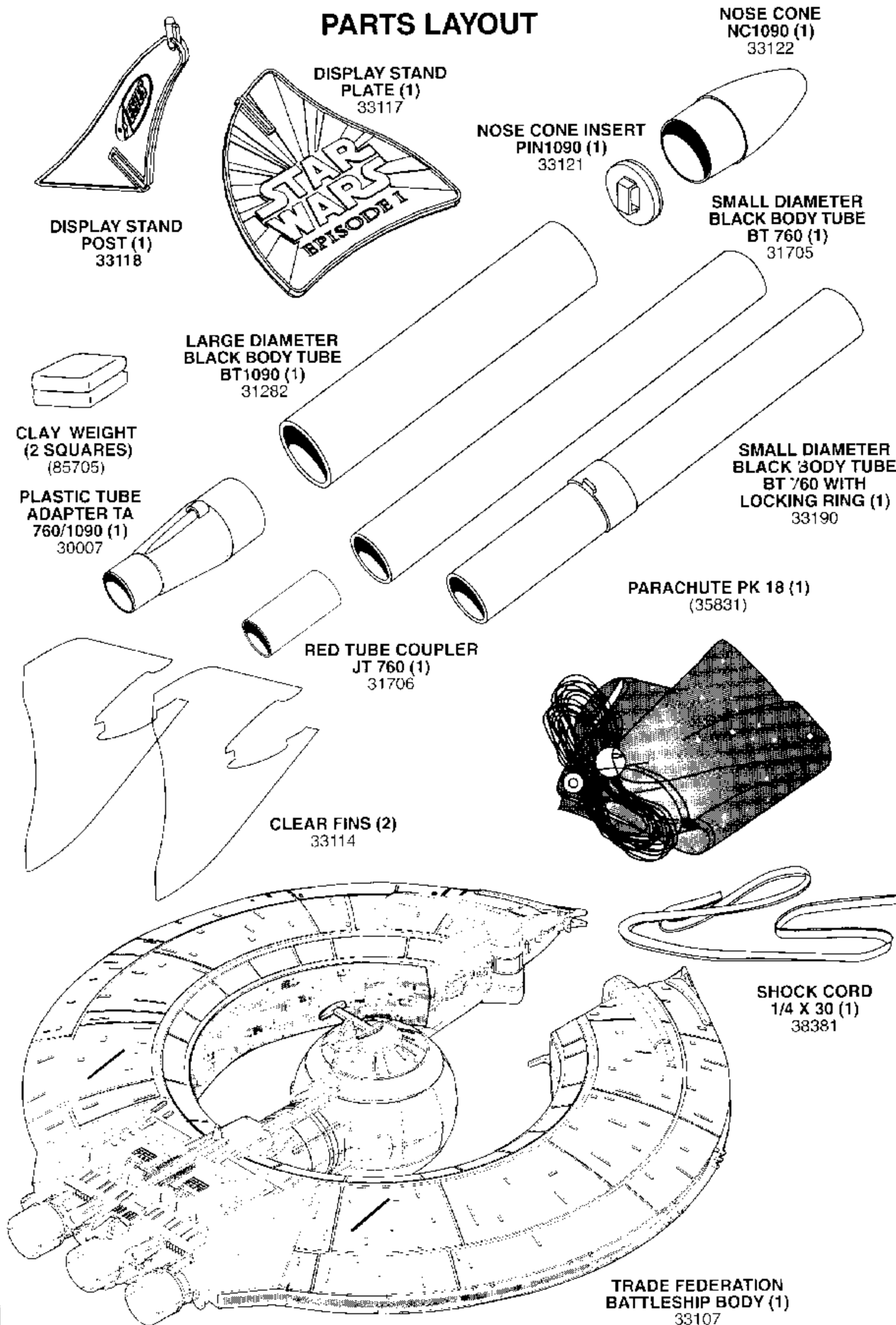
TRADE FEDERATION BATTLESHIPTM FLYING MODEL ROCKET KIT INSTRUCTIONS

MATERIALS REQUIRED: TUBE-TYPE PLASTIC CEMENT, HOBBY KNIFE, SANDPAPER, SCISSORS, WHITE OR YELLOW GLUE

BE SURE TO READ ALL INSTRUCTIONS. TEST FIT ALL PARTS. AND SAND AS NECESSARY BEFORE GLUING

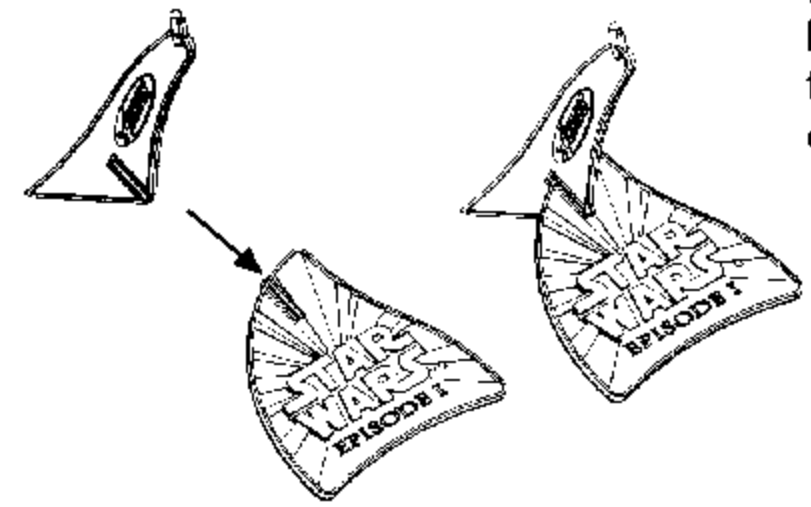
ALL GLUED AREAS ARE SHADED IN GRAY

PARTS LAYOUT



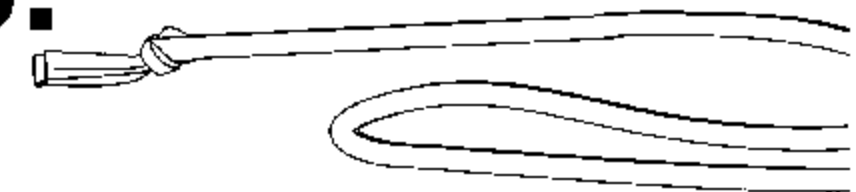
1. THE DISPLAY STAND

A. Slide the display stand plate and post together as shown.

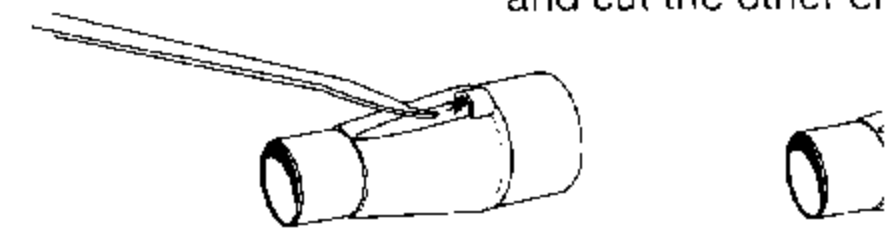


B. Se
Fe
Ba
th
dis

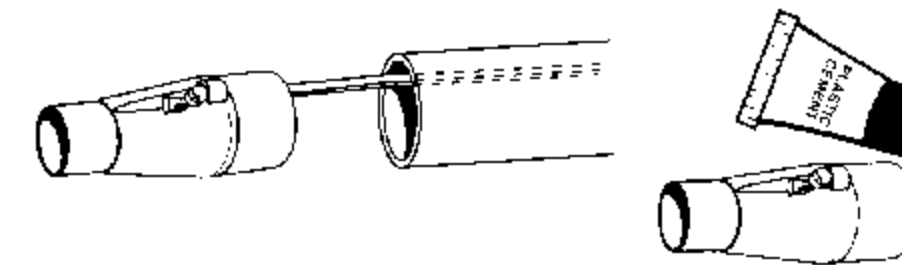
3.



A. Tie a double knot in the shock cord and cut the other end.



B. Feed the shock cord through the tube adapter until the knot is inside.

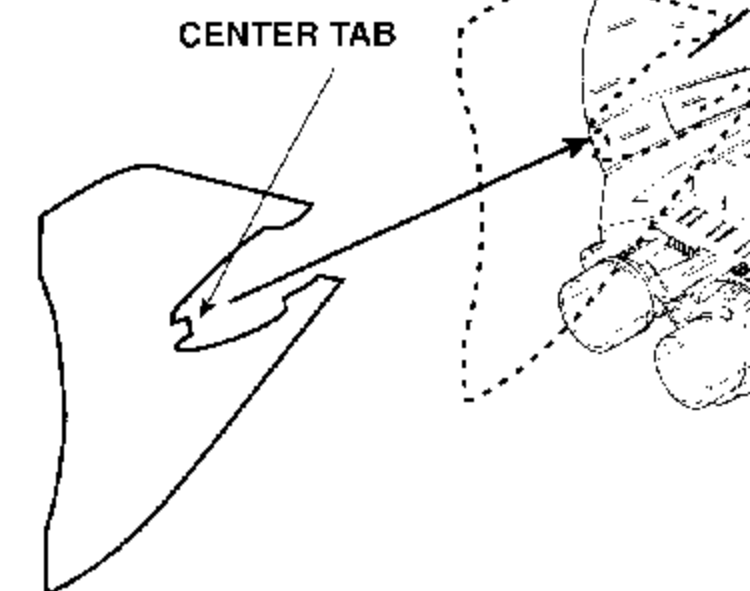


C. Feed the shock cord through the front end of the plastic tube adapter, and then through the large diameter black body tube.

D. Apply a ring of plastic cement just behind the shock cord. Do not get plastic cement on the shock cord.

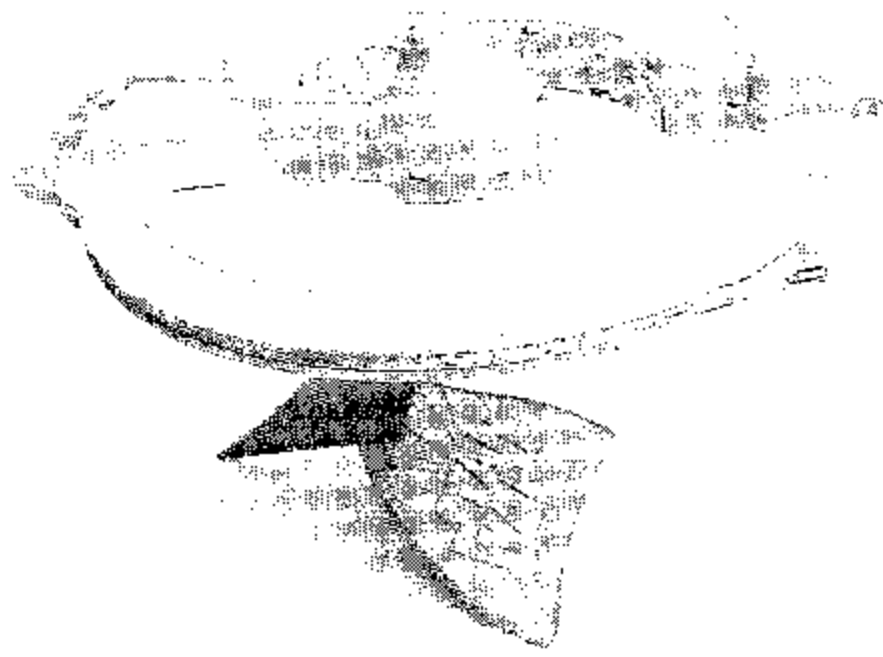
5.

A. Align and insert the center tab on one of the fins with one of the slots at the rear of your Trade Federation Battleship.

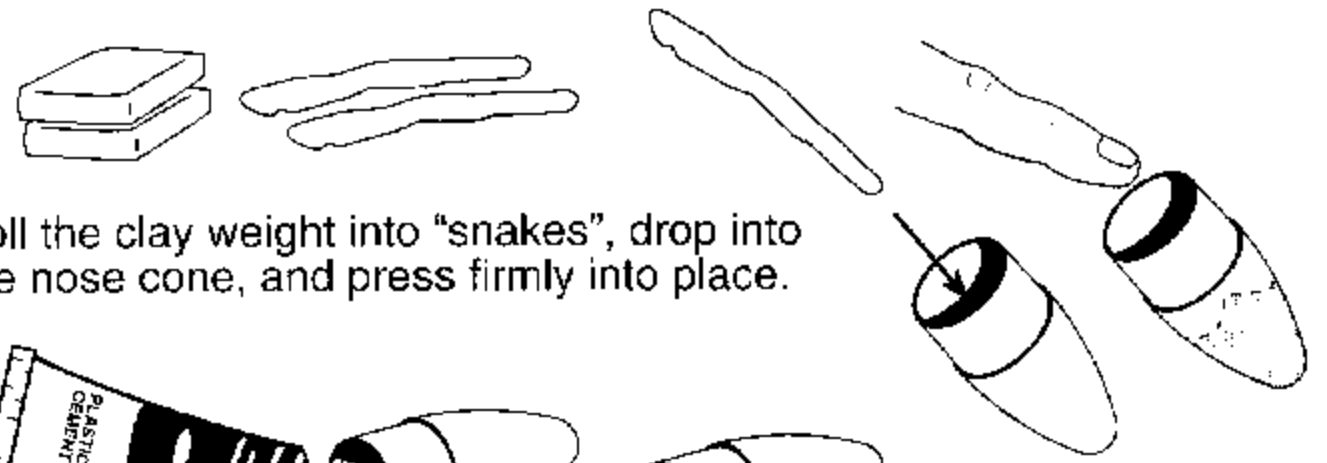


B. Using a gentle twisting motion slide the other two fin tabs into the corresponding slots on the ship's body.

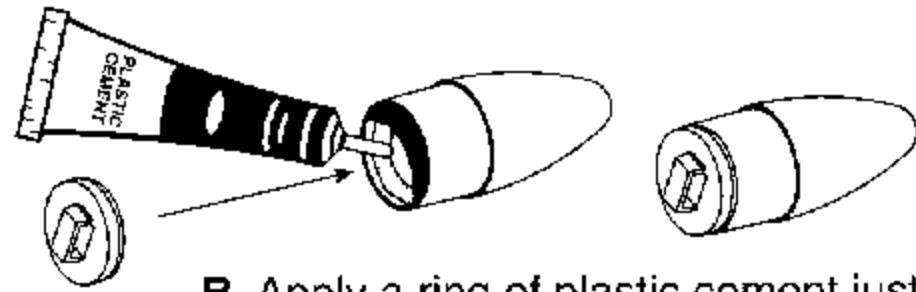
your Trade Federation Battleship onto the stand to play as shown.



2. BUILDING THE FLIGHT PROBE



A. Roll the clay weight into "snakes", drop into the nose cone, and press firmly into place.



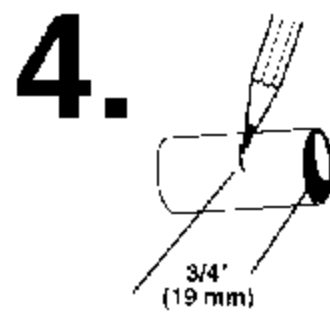
B. Apply a ring of plastic cement just inside the nose cone, and apply the plastic nose cone insert. Let dry.

one end of the shock cord, and at an angle as shown.

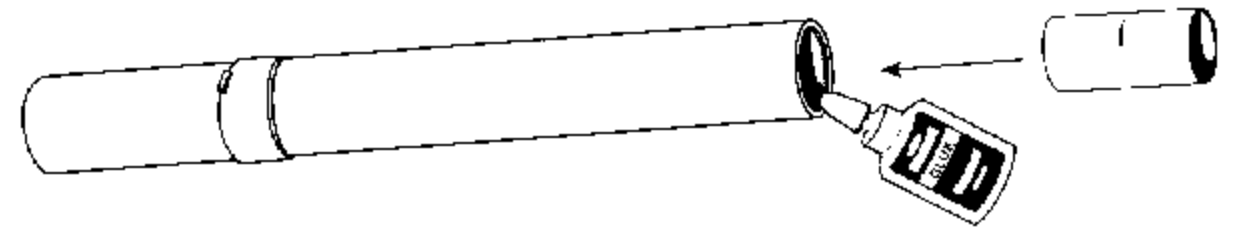
rough the cavity in the plastic not fits into the cavity.

of plastic inside the rear tube. Be careful plastic cement shock cord!

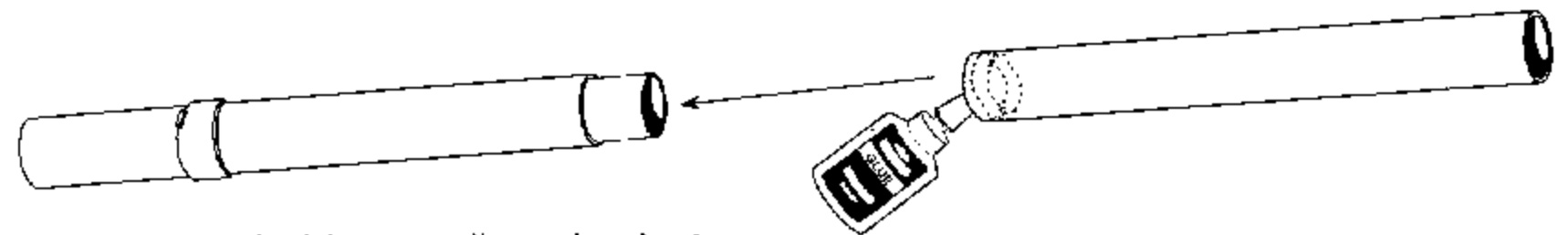
E. Slide the body tube down onto the shoulder of the adapter until it rests evenly all the way around.



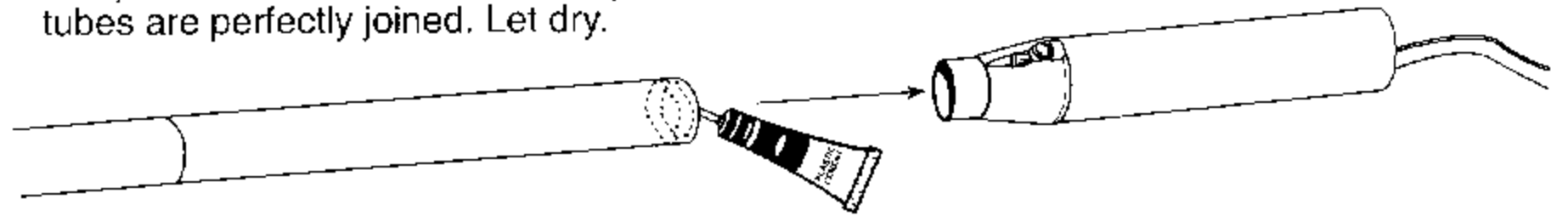
A. Mark the halfway point on the red tube coupler.



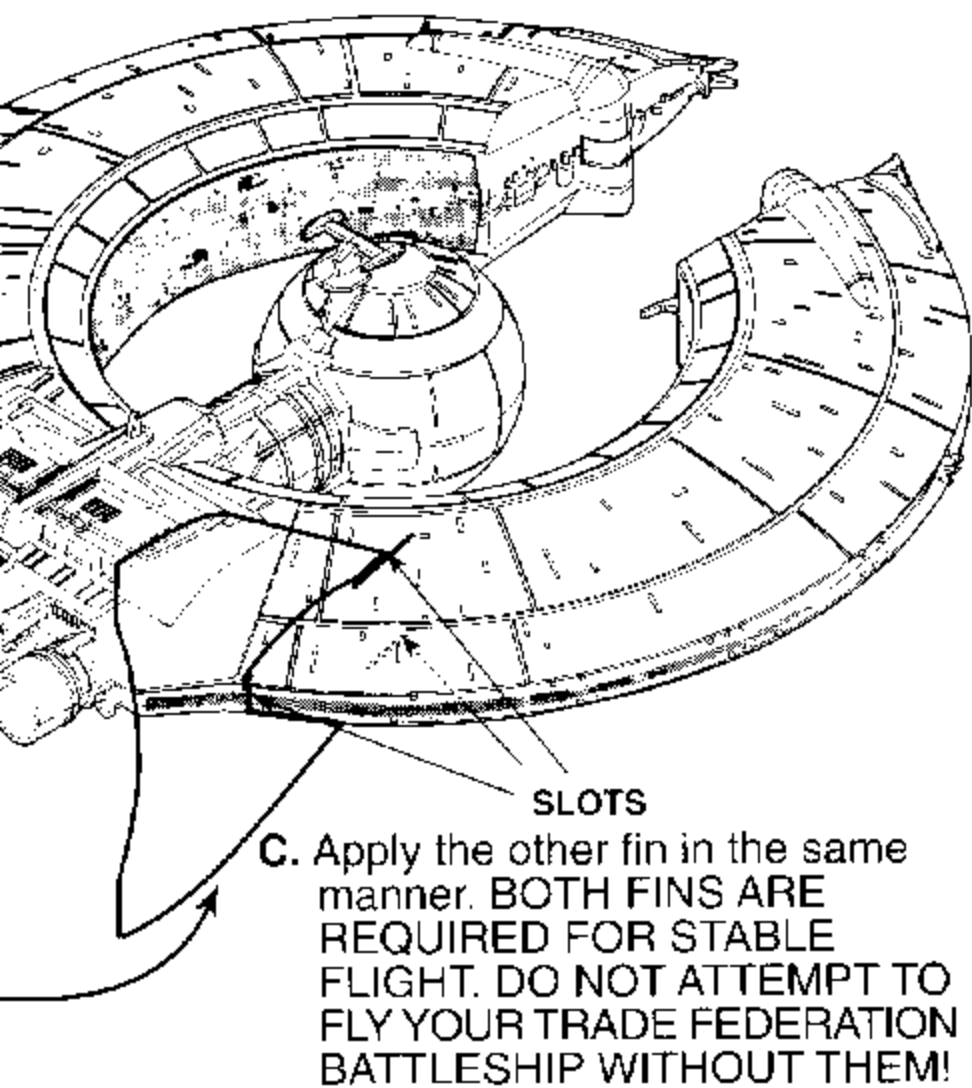
B. Test fit the red tube coupler into the front end of the small diameter tube with locking ring, remove, apply a ring of white or yellow glue just inside the tube, and reinsert coupler up to mark. LET DRY.



C. Apply a ring of white or yellow glue just inside one end of the other small diameter tube, and slide tube down over coupler until tubes are perfectly joined. Let dry.



D. Apply a ring of plastic cement just inside the **FRONT** of the tube assembly, and slide the assembly onto the plastic tube adapter. Let dry.



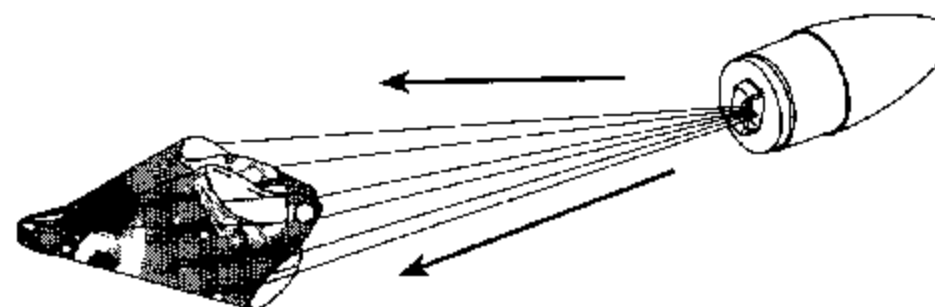
C. Apply the other fin in the same manner. **BOTH FINES ARE REQUIRED FOR STABLE FLIGHT. DO NOT ATTEMPT TO FLY YOUR TRADE FEDERATION BATTLESHIP WITHOUT THEM!**

6.

A. Form loop with shroud lines.

B. Feed loop through eyelet of nose cone.

D. Pass parachute through loop.

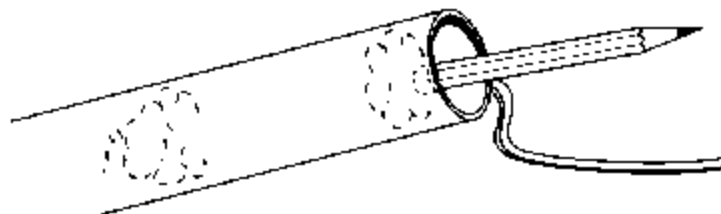


D. Pull tight.

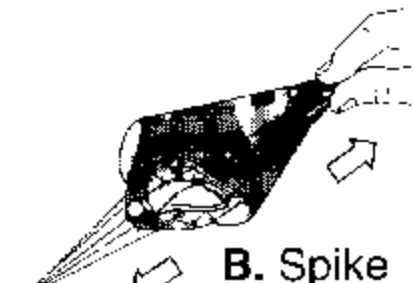
E. Tie the free end of the shock cord onto the nose cone eyelet with a double knot.

7. PARACHUTE PREPARATION


A. Crumple and insert two squares of recovery wadding into flight probe body.




B. Spike parachute.



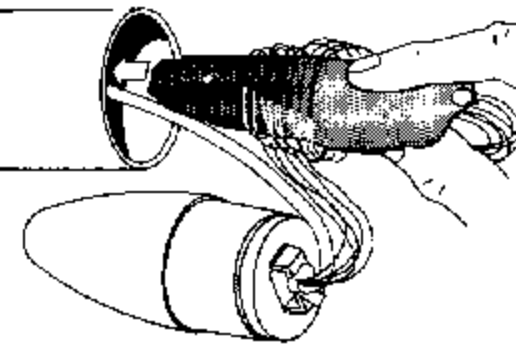
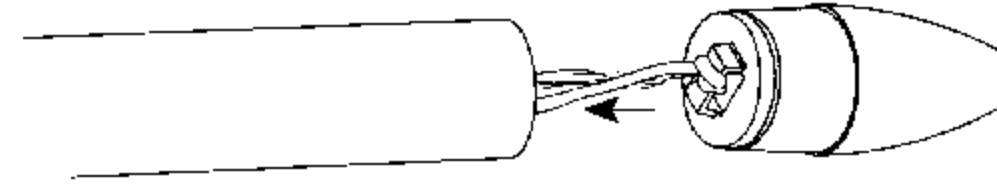
C. Fold parachute twice.



D. Roll parachute.



E. Wrap lines loosely around chute. Insert parachute into rocket.

Recovery device should slide easily into body tube. If fit is too tight, unfold and repack again.

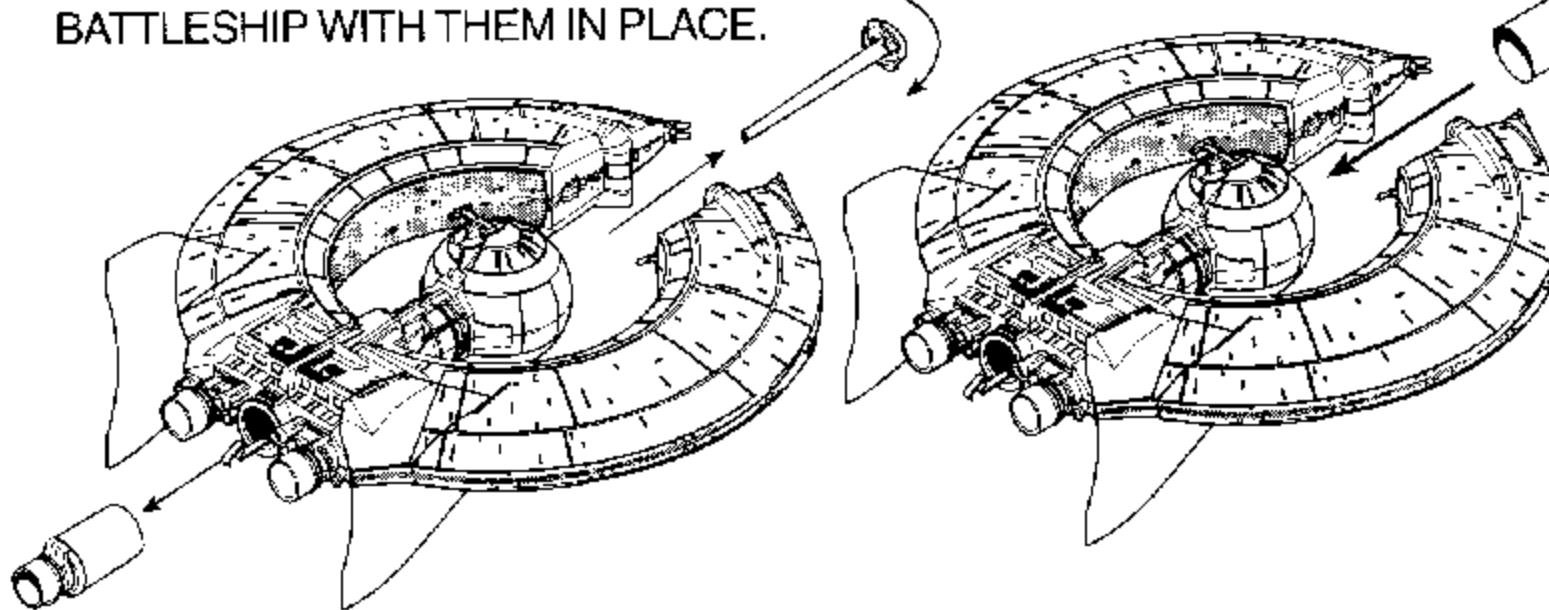
E. Slide shock cord & nose cone into place.

8. ENGINE PREPARATION

A. Remove display engine and display cap. THESE PIECES ARE FOR DISPLAY ONLY! DO NOT ATTEMPT TO FLY YOUR TRADE FEDERATION BATTLESHIP WITH THEM IN PLACE.


B. Slide the flight probe into your Trade Federation Battleship, and twist until locked in place.

TWIST TO REMOVE

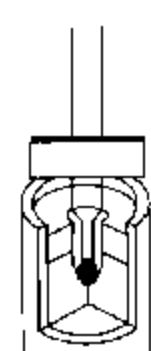


WARNING FLAMMABLE:
BEFORE PROCEEDING, READ INSTRUCTIONS AND NAR SAFETY CODE INCLUDED WITH ENGINES. PREPARE YOUR ENGINE ONLY WHEN YOU ARE OUTSIDE AT THE LAUNCH SITE PREPARING TO LAUNCH! If you do not use your prepared engine, remove the igniter before storing your engine.

C. Separate igniter and igniter plug.



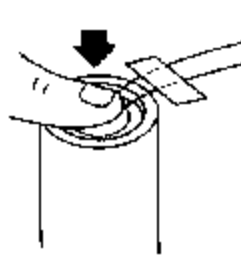
D. Drop in igniter. Igniter must touch propellant.



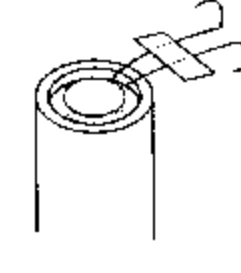
E. Insert igniter plug.



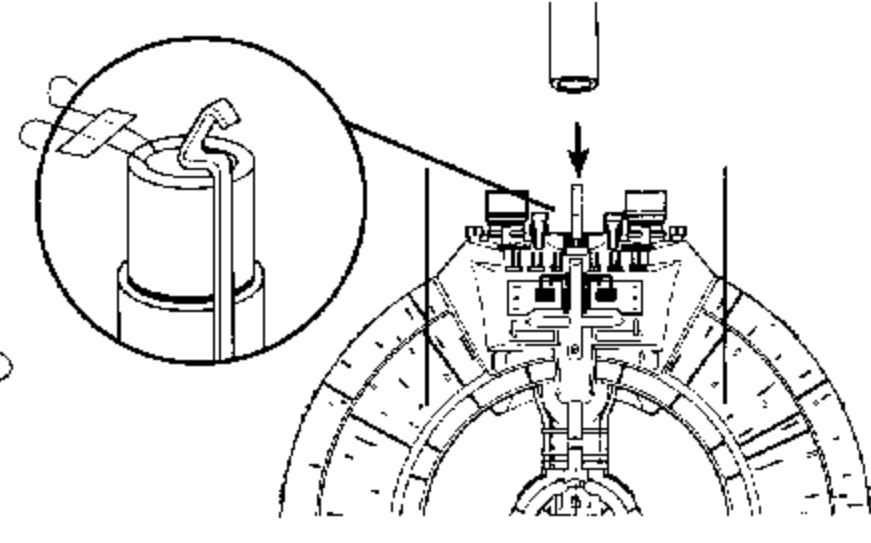
F. Firmly push all the way in.



G. Bend igniter wires back.



H. Turn the Trade Federation Battleship upside down, and slide engine into engine mount until it is captured by the engine hook.



LAUNCH SUPPLIES

To launch your Trade Federation Battleship, you will need the following:

- Launch Pad (Estes Porta-Pad® II)
 - Launch Controller (Estes Electron Beam® R2-D2 or Laser™ Launcher)
 - Recommended Estes Engines: C5-3 or C6-3. Use a C6-3 engine for your first flight to become familiar with your rocket's flight pattern.
 - Recovery Wadding (EST 302274)
 - Igniters and Igniter Plugs (included with Estes engines)
- Use only Estes products to launch this rocket.

TIPS FOR FLYING YOUR ROCKET

- 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 recovering your rocket.
- Launch area must be free of dry weeds and brown grass.
- Launch only during calm weather with little or no wind and good visibility.
- Don't leave parachute packed more than a minute or so before launching 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.

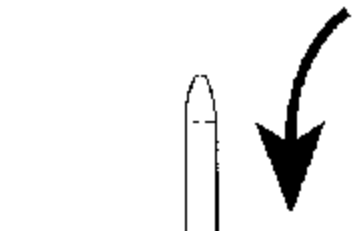
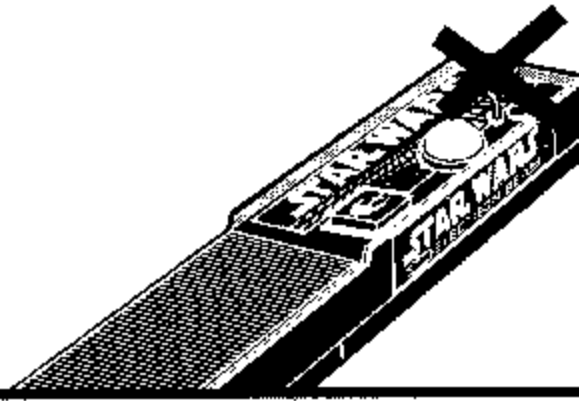
PROJECTED ALTITUDE

Engine	Feet	Meters
C6-3	188	57
C5-3	202	62

COUNTDOWN AND LAUNCH

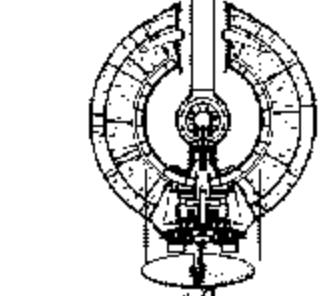
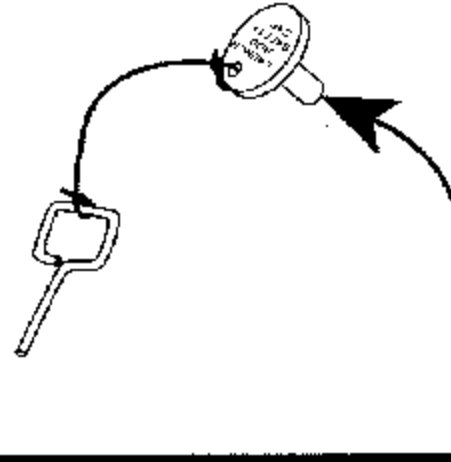
10...

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



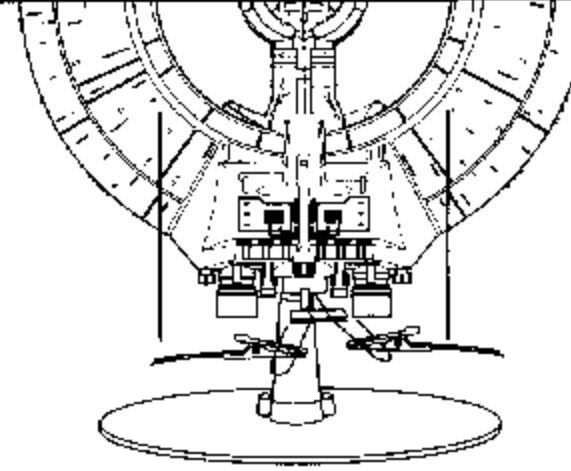
9...

Remove safety cap from launch rod, slide launch rod through lugs in body. Make sure rocket slides freely and micro-clips are clean for good electrical contact.



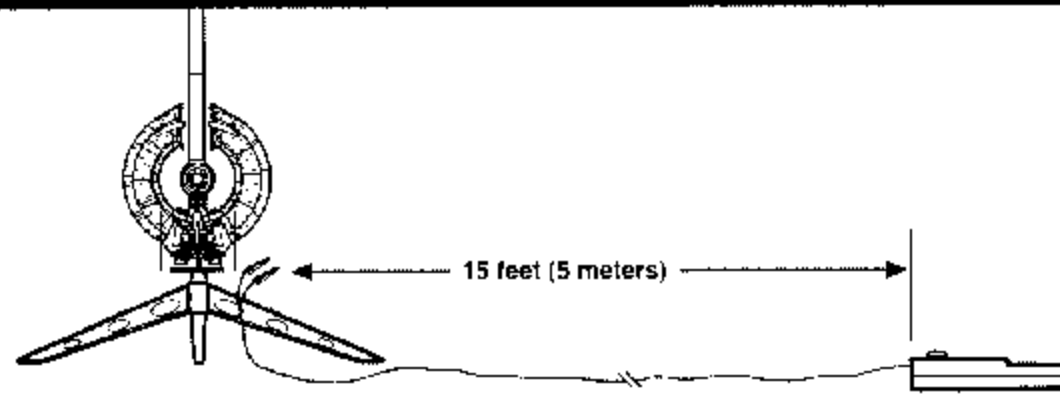
8...

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.



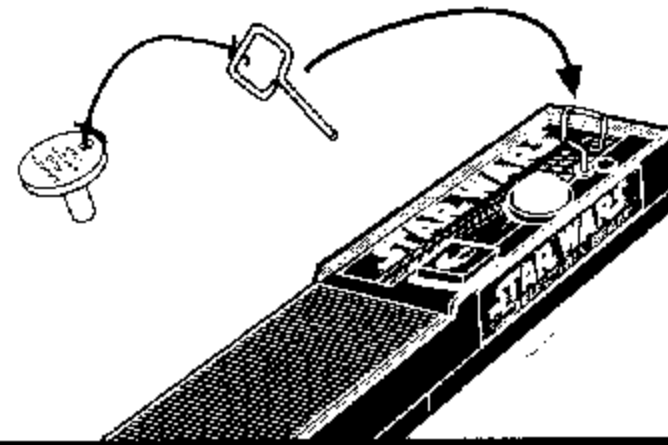
7...

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



6...

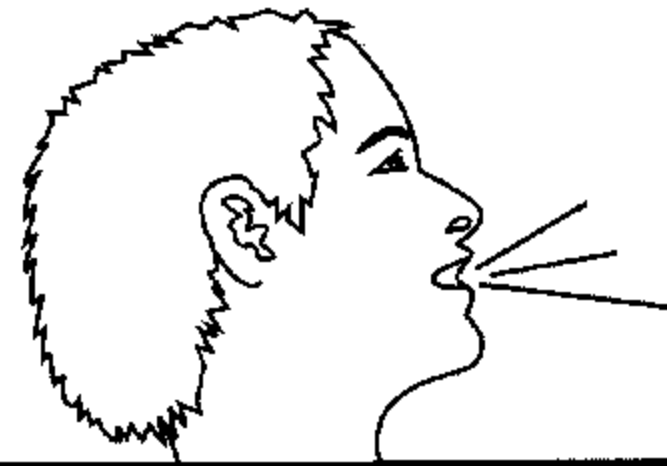
Insert safety key to arm the launch controller.



5...

Start audible countdown.

4...3...2...1.....



LAUNCH!

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.