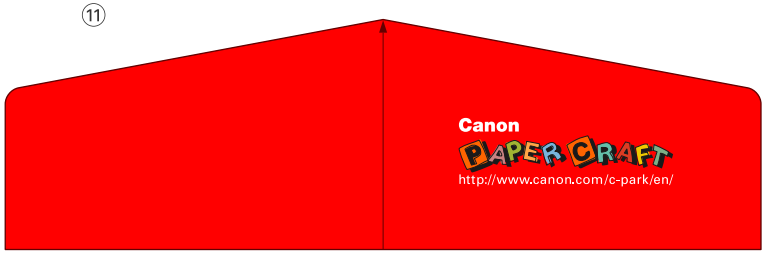
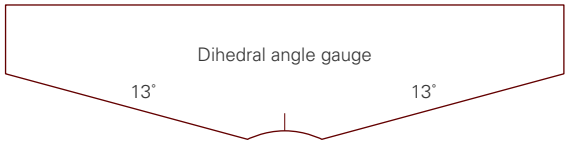
Canon® is a registered trademark of Canon Inc. © Canon Inc. ©1993 Yasuaki Ninomiya

PAPER CRAFT

http://www.canon.com/c-park/en/

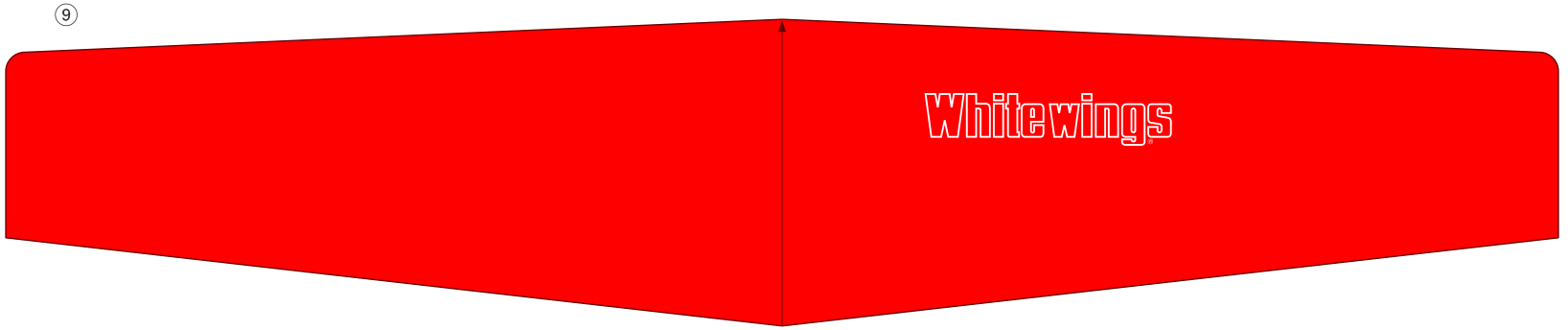
⑪

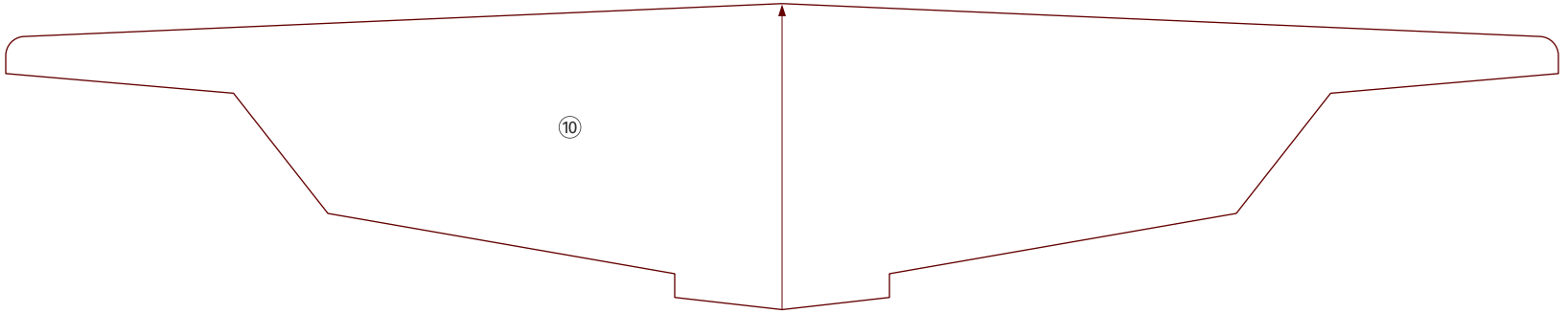




⑫

⑨





Canon® is a registered trademark of Canon Inc. © Canon Inc. ©1993 Yasuaki Ninomiya

Canon® is a registered trademark of Canon Inc. © Canon Inc. ©1993 Yasuaki Ninomiya

CAREFUL WITH THAT GLIDER!

Be sure to keep these points in mind before you launch your Papercraft glider!

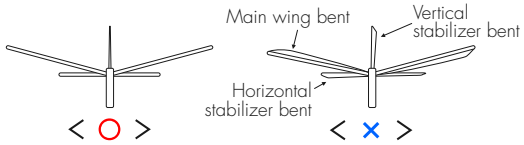
If you hit someone in the eye or on the head with your Papercraft glider, you could hurt them. Be sure to keep these points in mind before you launch your glider.

- Always be very careful not to hit any people or animals with your glider. Never launch your glider where there are a lot of people about.
- Never throw your glider onto the road.
- The catapult shooter launches your glider at a fast speed and should never be used near houses or where there are people about.
- If your Papercraft glider gets stuck up a tree or on a roof, don't climb up to get it! It's too dangerous!
- When the Papercraft glider is being used by small children, there should be an adult in attendance.

1. PRE-FLIGHT CHECK

Model check!

Check the model carefully, from the front and from the side, before you launch it, to make sure that the fuselage and the wings are not bent or twisted.

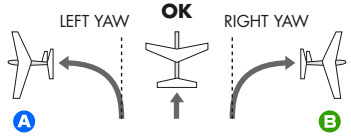


2. TEST FLIGHT

Now, throw your Papercraft glider straight forward!

If your glider does not fly straight, refer to the diagrams below and adjust the glider as required. You may need to repeat the test flight and adjustments several times till the glider flies straight.

Check Point 1 CORRECTING LEFT/RIGHT YAW



TO CORRECT A

Bend the flap of the right wing so that it is level or angled slightly upwards.

Bend the flap of the left wing so that it is angled slightly downwards.

Bend the flap of the vertical stabilizer slightly to the right.

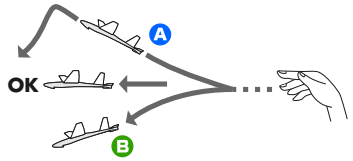
TO CORRECT B

Bend the flap of the left wing so that it is level or angled slightly upwards.

Bend the flap of the vertical stabilizer slightly to the left.

Bend the flap of the right wing so that it is angled slightly downwards.

Check Point 2 CORRECTING PITCH



TO CORRECT A

Bend the flaps of the horizontal stabilizer so that they are angled slightly downwards.

TO CORRECT B

Bend the flaps of the horizontal stabilizer so that they are angled slightly upwards.

3. HOW TO FLY THE GLIDER

Launch your glider high into the air!

Once you have done your test flights and adjustments, its time to take the glider outside and fly it. Before you launch your glider, make very sure that there is no danger around. You can either launch your glider by hand or use the catapult.

Your Papercraft glider will fly best on days when there is no wind, or only a very gentle breeze.

ADJUSTMENTS

If your glider falls to earth too quickly, repeat the adjustments and test flights.

If the glider nosedives

Raise the flaps of the horizontal stabilizer.

If the glider flies unevenly

Slightly lower the flaps of the horizontal stabilizer.

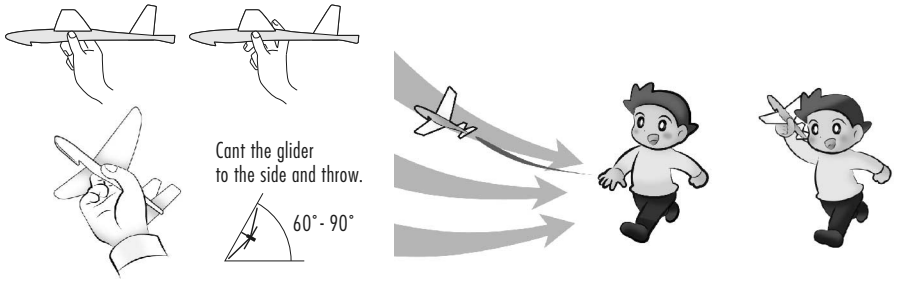
If the glider loops

Lower the flaps of the horizontal stabilizer.

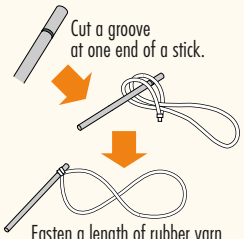
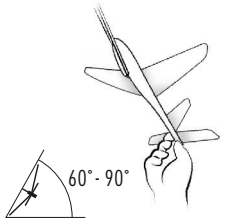
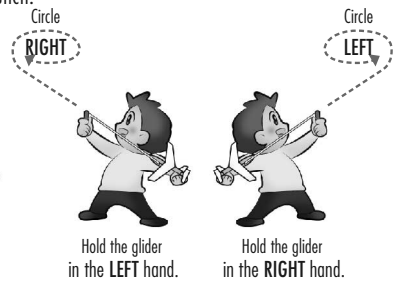
Launch the glider at right angles to the wind direction.

HAND LAUNCH

To launch the glider by hand, grasp the fuselage below the wings with thumb, index finger and middle finger and throw it into the wind in order to make it fly higher. Place your index finger behind the wing and launch your glider with a flick of the wrist.



CATAPULT SHOOTER

The catapult shooter allows you to fly your glider much higher than launching by hand. Use thumb and index finger to grasp below the wings, or the rearmost part of the fuselage, and launch.

How to make the catapult shooter