



# Complete the F-2 ③

Issue 100



With this issue, the F-2 is complete.  
In the latter half, we'll explain how to operate your model.

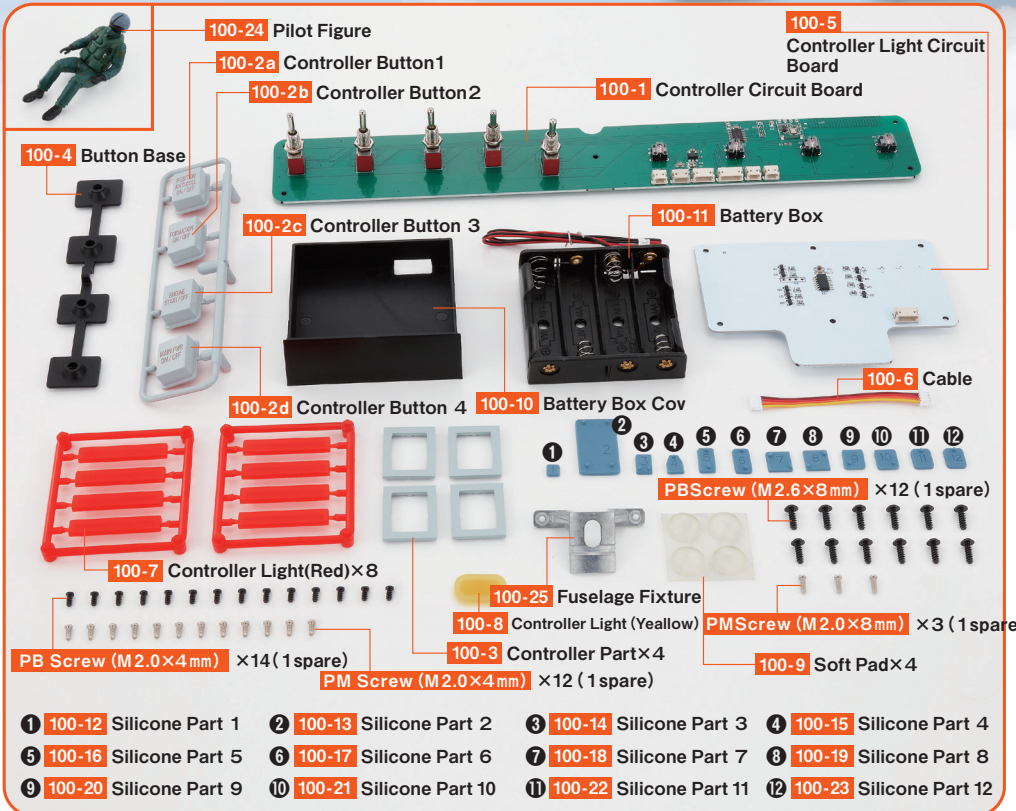
## Tools Needed

The following tools and materials are required to assemble this issue. Prepare them before starting work.

- ☐ **Screwdriver**  
For tightening screws.
- ☐ **Modeling Nippers**  
For removing parts from the model sprues.
- ☐ **ABS Cement**  
For joining ABS plastic parts.
- ☐ **Universal Adhesive**  
For joining metal parts.
- ☐ **Four AA Batteries**  
Used to operate the completed F-2.
- ☐ **Four C batteries**  
Used to operate the completed F-2.

## Check!

Be sure to check the assembly video for detailed demonstrations.



Explanation of Symbols



Indicates where to attach included screws.



Indicates when to use adhesive. The correct adhesive will be indicated for each instance.



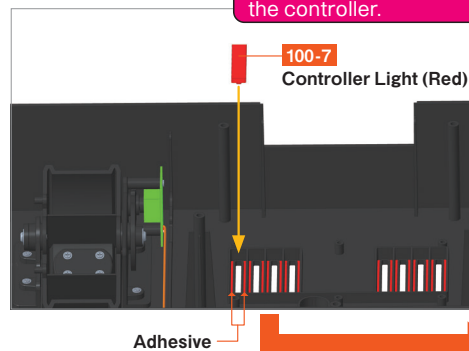
Cautions and Prohibitions.



Key points for using tools and techniques.

## 1 Assemble the Controller

①

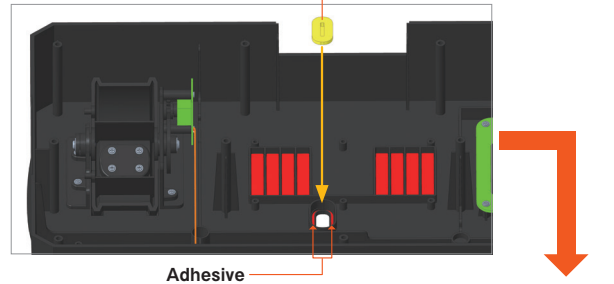


Insert 100-7 with the textured side facing the front of the controller.

If loose when inserting, apply a small amount of ABS Cement to the red area on the controller side before inserting again.

Cut out eight **100-7 Controller Lights (Red)** from the runner, and insert them into the back of the controller assembled in Issue 98 as shown.

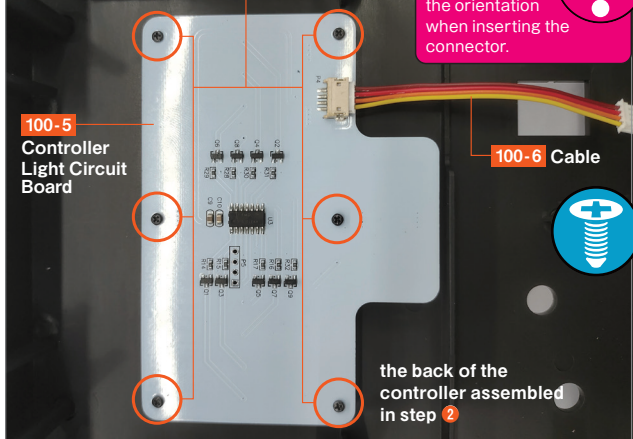
## 2 100-8 Controller Light (Yellow)



If loose when inserting, apply a small amount of ABS Cement to the red-marked area on the controller side before inserting again.

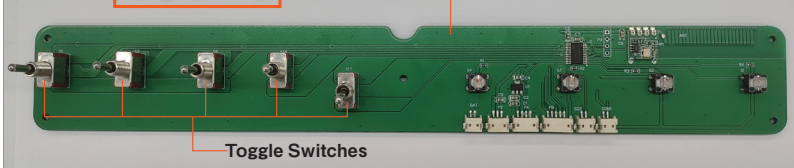
Insert the **100-8 Controller Light (Yellow)** into the controller assembled in step 1 as shown.

## 3 PB Screw (M2.0×4 mm)



Set the **100-5 Controller Light Circuit Board** onto the back of the controller assembled in step 2, and secure it in six places using **PB screws (M2.0×4 mm)**. Then insert the connector of the **100-6 Cable** into the port on the circuit board.

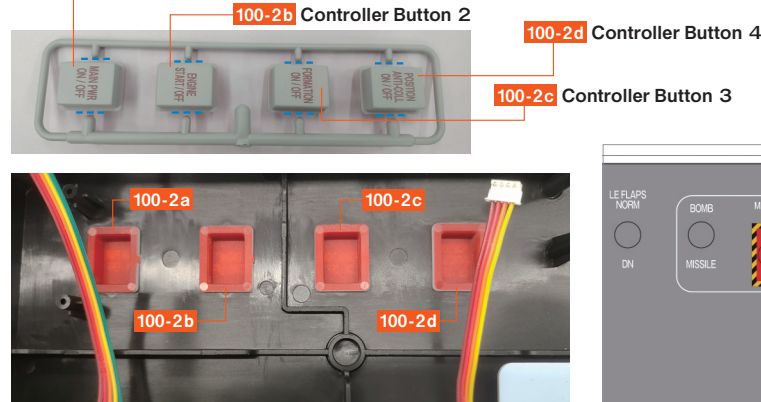
## 4 Hex Nuts 100-1 Controller Circuit Board



Remove the hex nuts from the five toggle switches on the **100-1 Controller Circuit Board**.

The removed hex nuts will be used later, so be careful not to lose them.

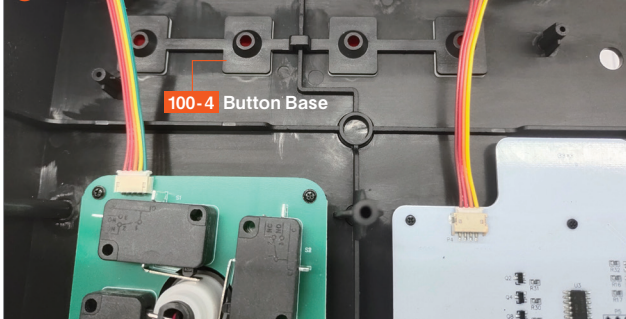
## 5 100-2a Controller Button 1 100-2b Controller Button 2 100-2c Controller Button 3 100-2d Controller Button 4



Cut **100-2a Controller Button 1**, **100-2b Controller Button 2**, **100-2c Controller Button 3**, and **100-2d Controller Button 4** from the runner, and insert them into the back of the controller as shown.

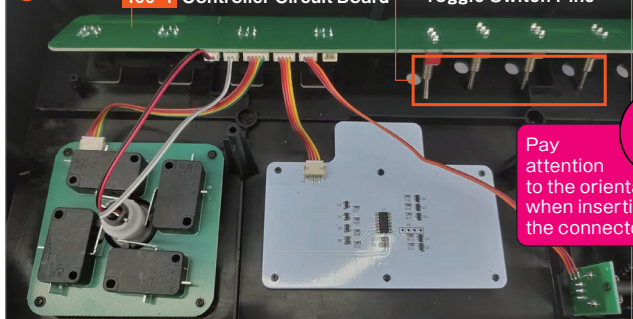
Arrange them as shown in the diagram when viewed from the front. Make sure the orientation and positions are correct. Do not glue, as this will be a movable part.

## 6 100-4 Button Base

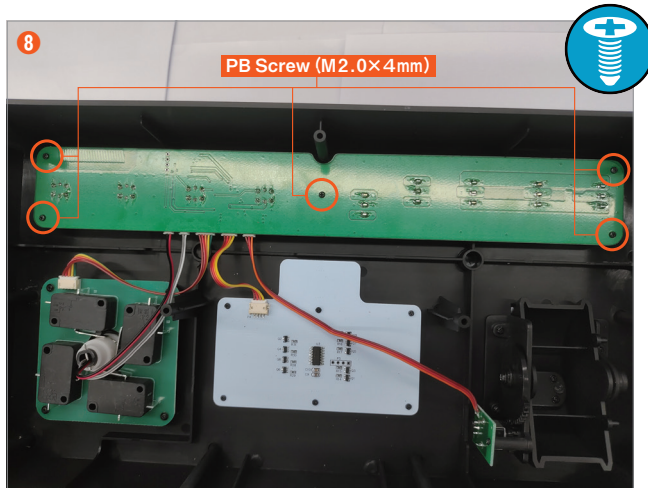


Fit the **100-4 Button Base** over the controller buttons inserted in step 5 as shown.

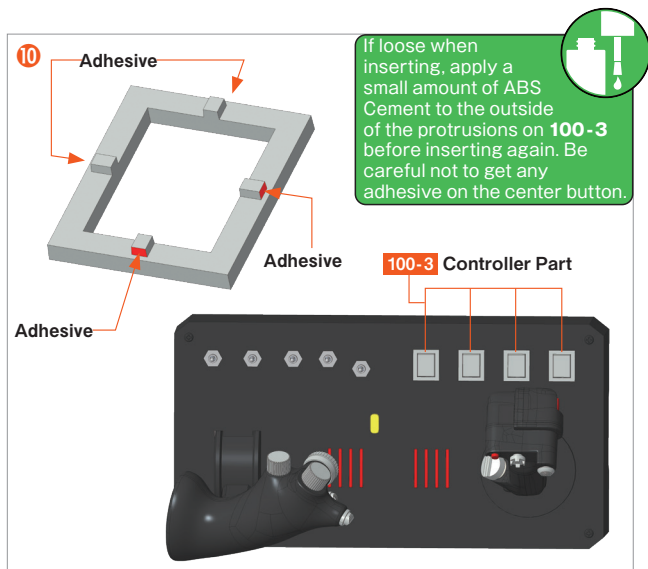
## 7 100-1 Controller Circuit Board Toggle Switch Pins



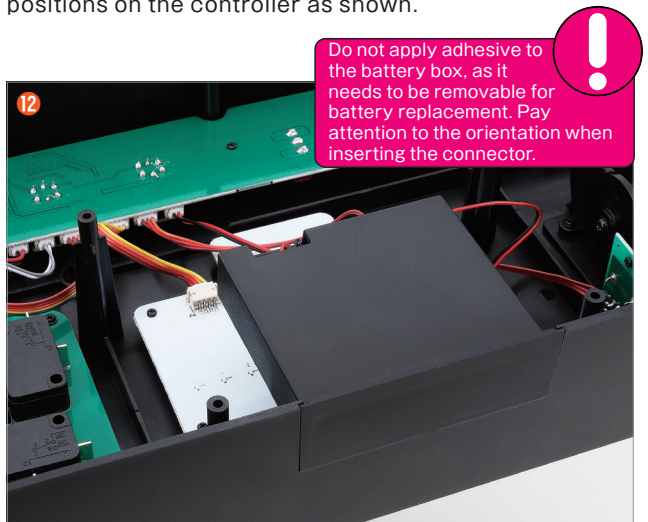
Wire the ports on the **100-1 Controller Circuit Board** as shown, and insert the toggle switch pins into the corresponding holes on the controller.



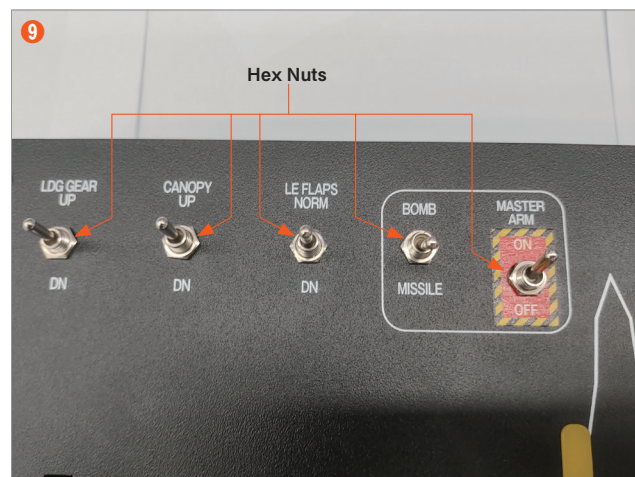
Secure the **100-1 Circuit Board** using **PB screws (M2.0 x 4mm)** in five places as shown.



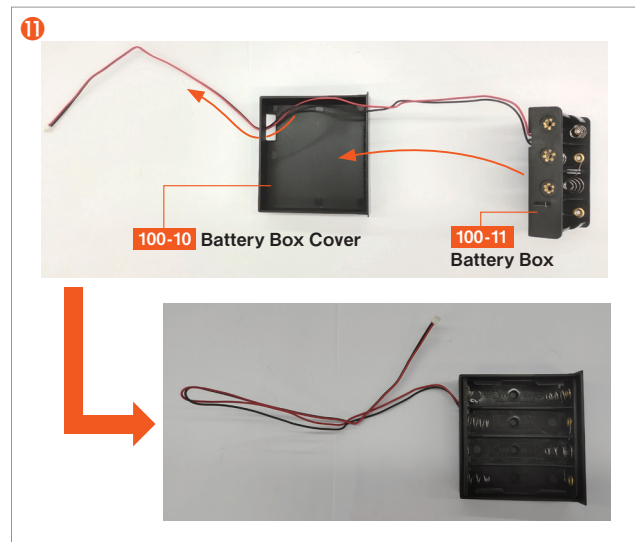
Insert four **100-3 Controller Parts** into the four button positions on the controller as shown.



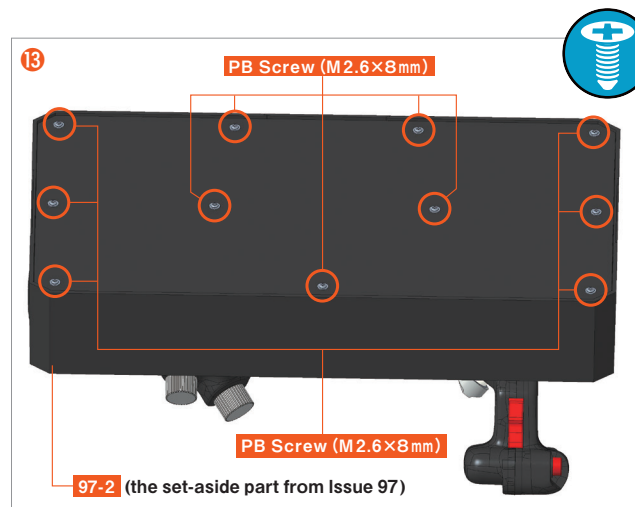
Insert the connector of the battery box assembled in step 11 into the port shown in the controller photo, then set the battery box inside the controller.



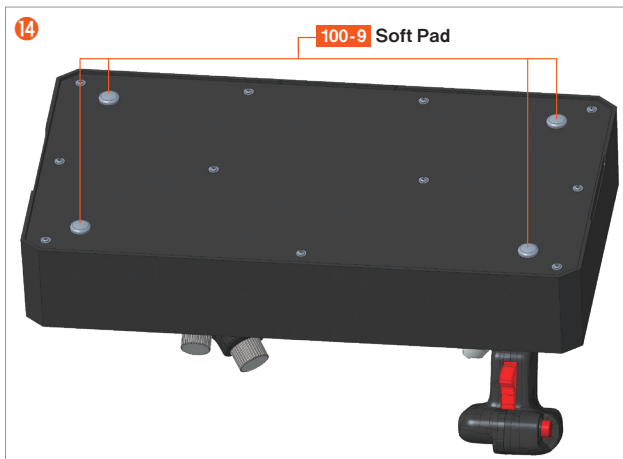
Fit and secure the hex nuts removed in step 4 onto the base of the toggle switch pins from the front side of the controller.



Pass the cable of **100-11 Battery Box** through the position shown on **100-10 Battery Box Cover**, then insert the battery box into the cover.

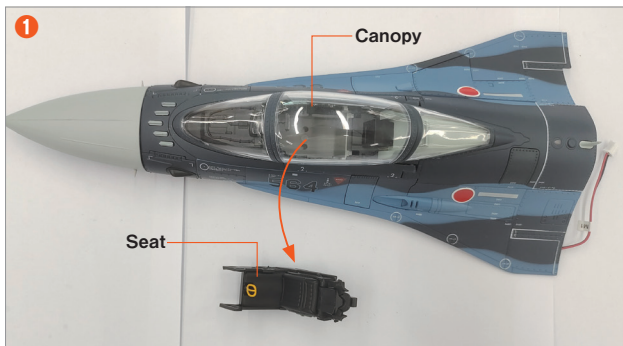


Insert **97-2 (the set-aside part from Issue 97)** into the back of the controller assembled in step 12, and secure it at 11 points using **PB screws (M2.6 x 8mm)**.

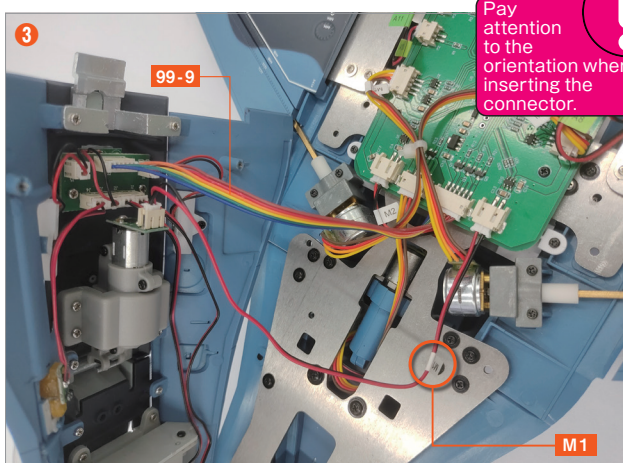


Attach the **100-9 Soft Pads** to the four indicated positions on the back of the controller as shown.

## 2 Complete the F-2



Open the canopy of the nose section and remove the seat.



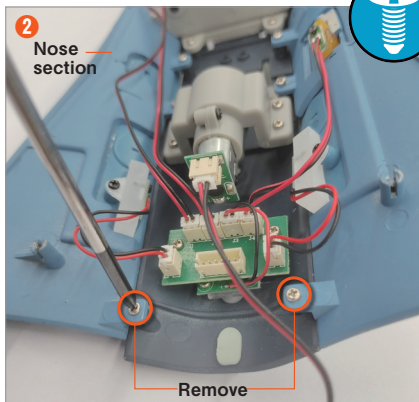
Pay attention to the orientation when inserting the connector.

After routing the wiring between the nose section and the fuselage section as shown, align and join them together.



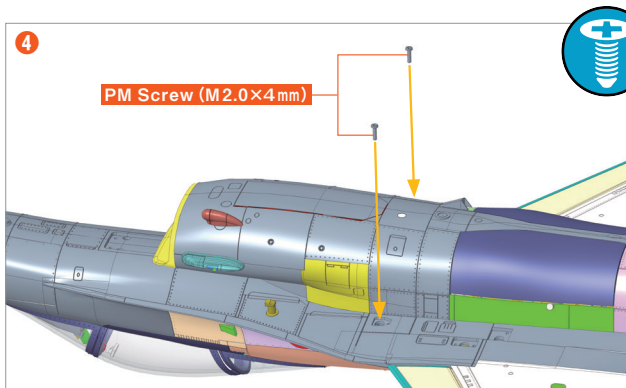
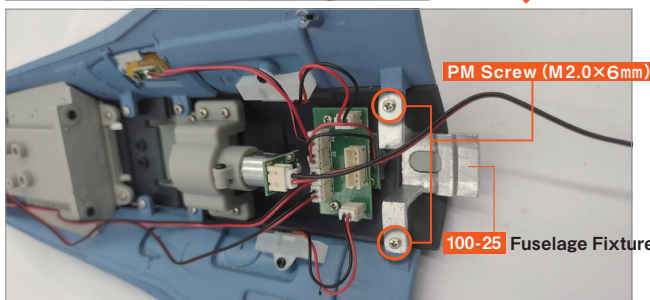
**Complete!**

The controller is now complete.

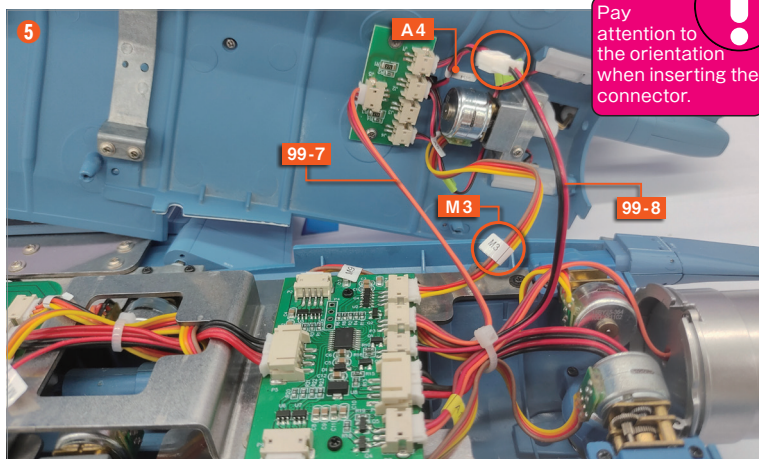


Remove the two screws at the nose section as shown, insert the **100-25 Fuselage Fixture**, and secure it again using **PM screws (M2.0×6mm)**.

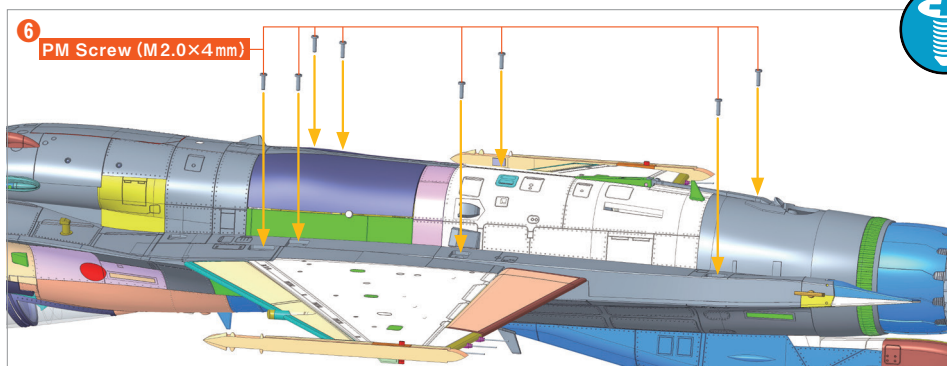
The removed screws will not be reused.



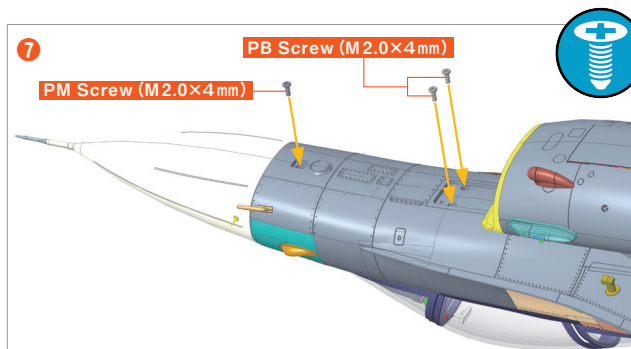
Secure the fuselage assembled in step 3 with two **PM screws (M2.0×4mm)** as shown.



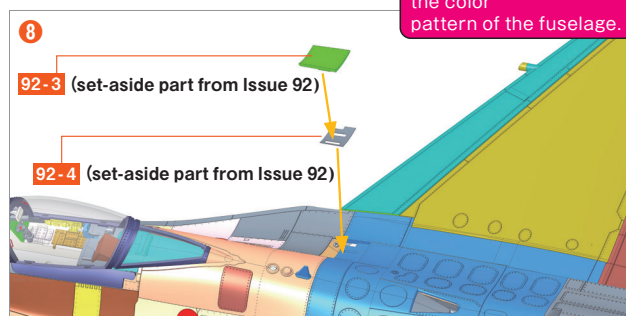
Connect the wiring between the vertical stabilizer and the rear fuselage as shown, then align and join them together.



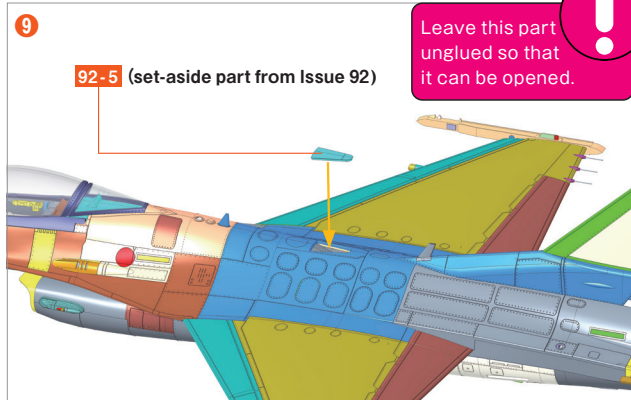
Secure the underside of the fuselage assembled in step 5 using eight **PM screws (M2.0x4mm)** as shown.



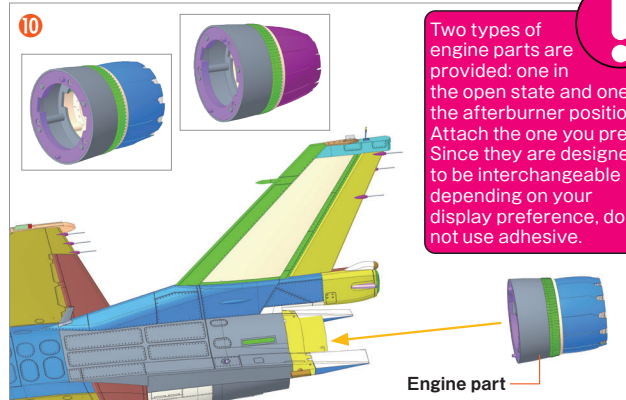
Secure the underside of the forward fuselage using two **PB screws (M2.0x4mm)** and one **PM screw (M2.0x4mm)** as shown.



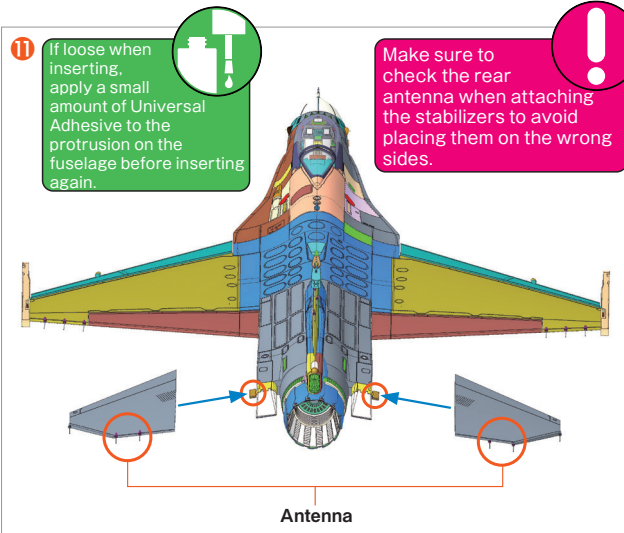
Peel off the backing paper from one side of **92-4 (set-aside part from Issue 92)**, attach it to the top of the fuselage as shown, then remove the remaining backing paper and insert **92-3 (set-aside part from Issue 92)** into the indicated position.



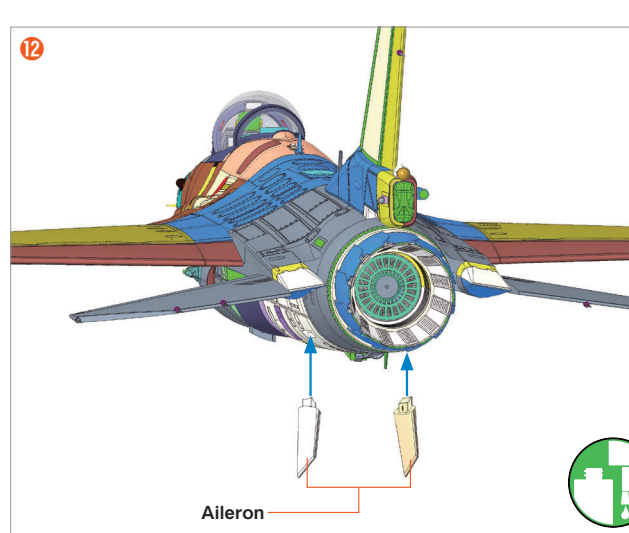
Insert **92-5 (set-aside part from Issue 92)** into the top of the fuselage as shown.



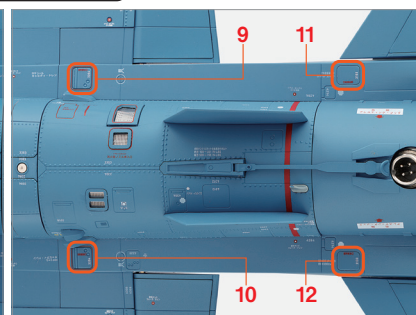
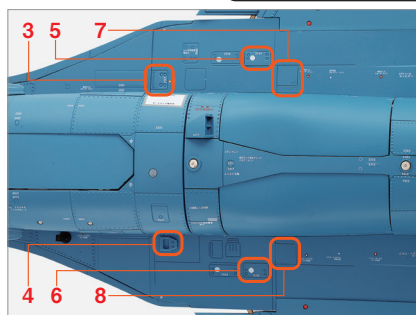
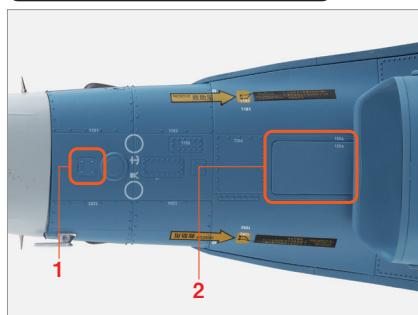
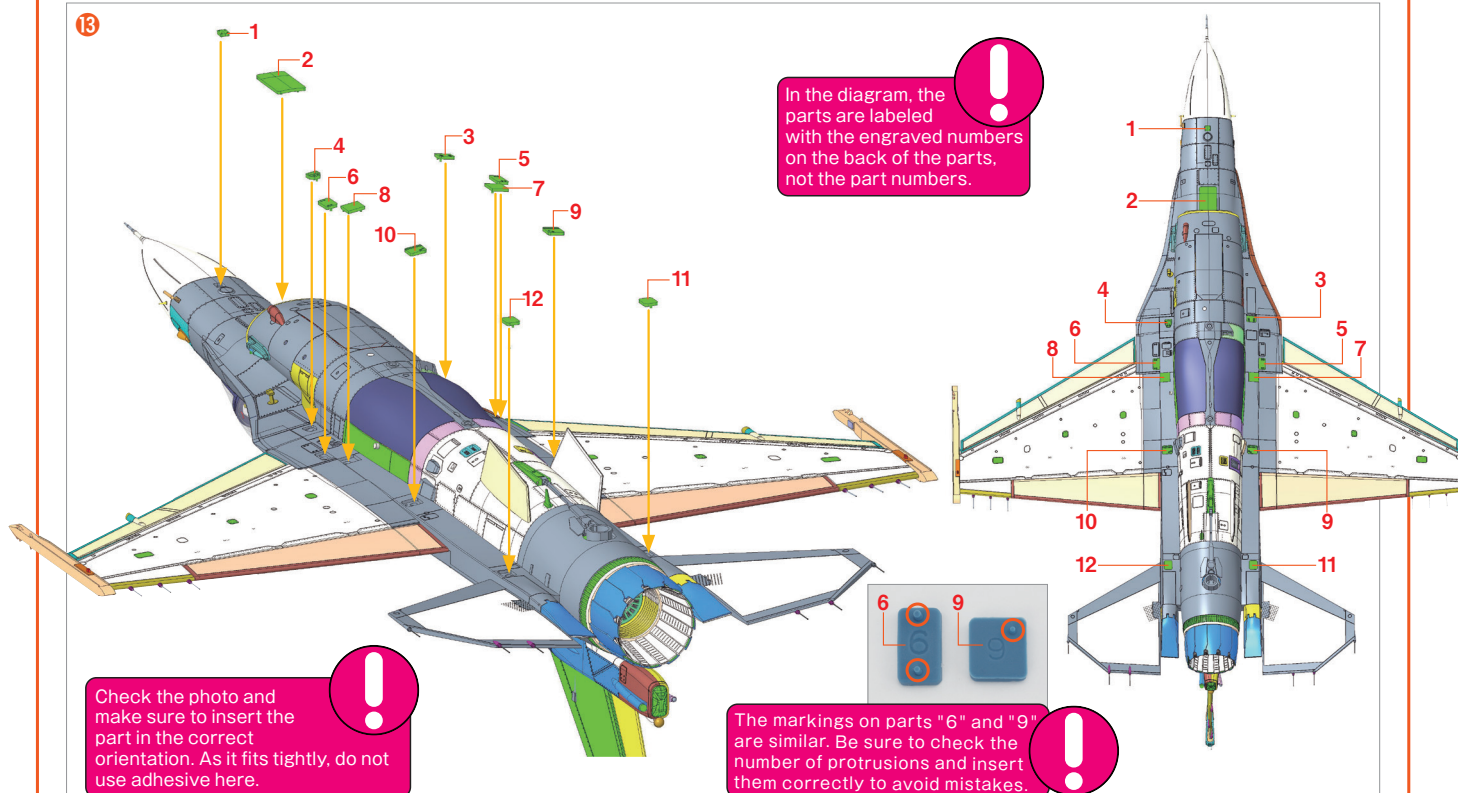
Attach the engine parts to the positions shown.



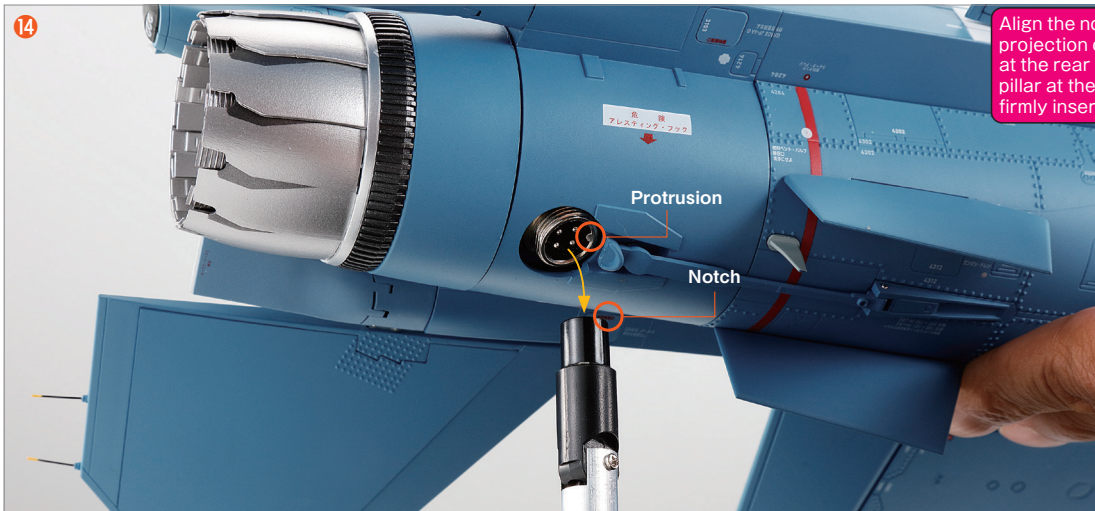
Insert the stabilizer onto the flat protrusion at the rear of the fuselage.



If Aileron Parts **49-1** or **49-2** tend to come loose, apply a small amount of Universal Adhesive to the base of the parts and reinsert them.

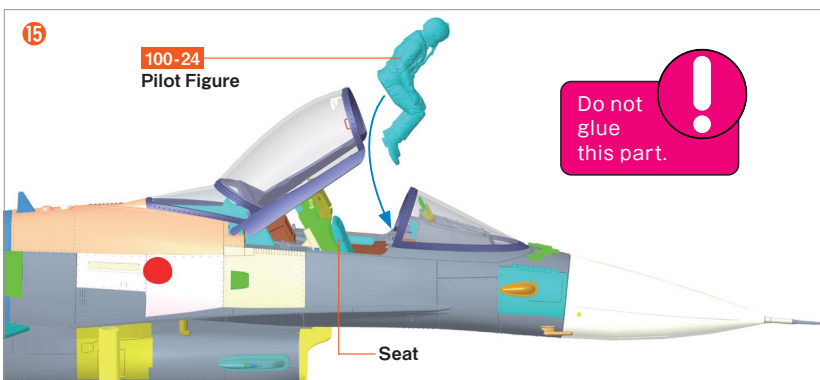


Insert the twelve parts from **100-12 Silicone Part 1** to **100-23 Silicone Part 12** into the underside of the fuselage as shown.



Align the notch and projection of the connector at the rear of the fuselage with the pillar at the back of the base, and firmly insert them together.

Set the completed F-2 fuselage onto the base.



100-24  
Pilot Figure

Do not  
glue  
this part.

Seat

Manually open the canopy and insert the seat and **100-24 Pilot Figure**.

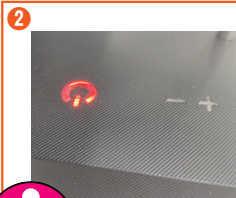
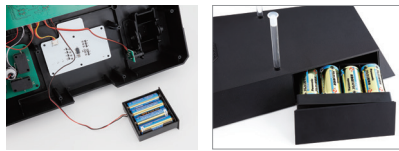
**Complete!**

The assembly of the F-2 is now complete. The following pages explain how to use the controller and provide details about the missiles.



## 3 Controller Instructions

- 1** Insert four AA batteries into the controller's battery box, and four C batteries into the F-2's base battery box.



**!** When turning off the power, first press the main power button and confirm that the aircraft has returned to its basic position. Then press the switch (touch button) on the base.



Press the switch (touch button) on the base. Once the fuselage returns to its default position, press the main power button on the far right of the controller. If both light up red, the power is on.

※ The basic position refers to a state where the canopy is closed, the landing gear is deployed, and all flaps are in the neutral position.



Flip the BOMB/MISSILE switch upward and press the marked button to hear the bomb launch sound. Flip it downward and press the button to hear the missile launch sound.



When you flip the MASTER ARM toggle switch upward, the weapon lock is released. Pulling the trigger on the right control stick activates the machine gun sound.



Press the "Engine Start/Off" button, which is the second from the right on the controller, to start the engine. After about 20 seconds, the formation lights and wingtip lights will turn on.

**!** Do not touch any other buttons until the formation lights and wingtip lights have turned on.

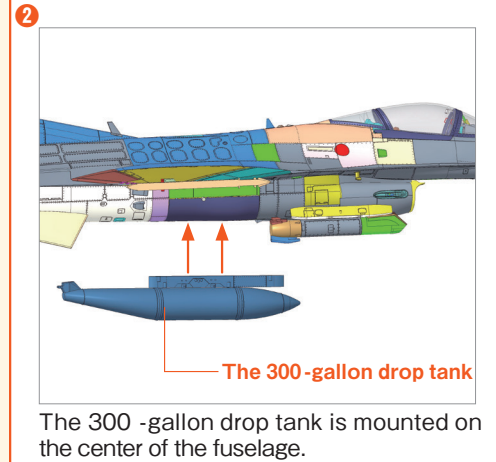
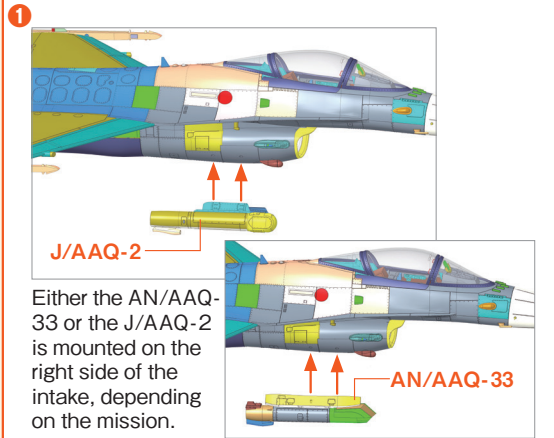
- 7**
- 1 Opening/closing of the landing gear
  - 2 Opening/closing of the canopy
  - 3 Movement of the main wing flaps



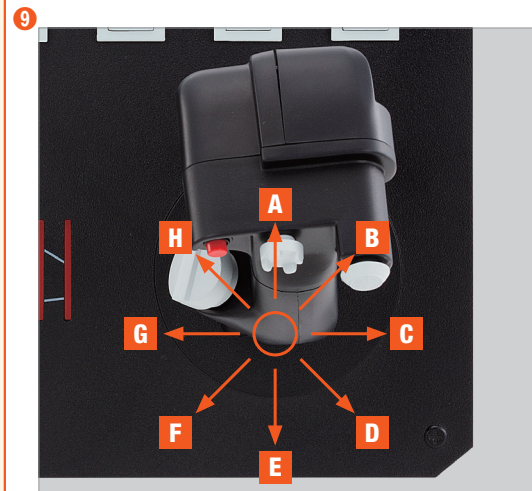
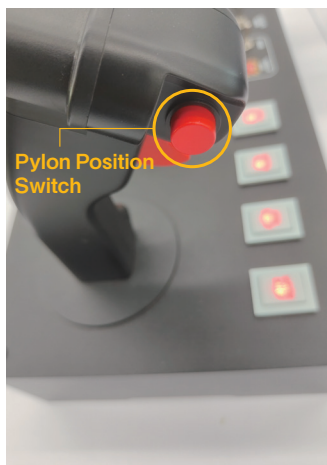
Push the left control stick upward to increase the engine output. At the same time, you can enjoy the your model's engine lighting effects.



## 4 How to Use Missiles, Bombs, and Pods



- 5 Press the button marked with a circle (○) to light up the pylon position lights. Each time you press the button, the lit position changes.



The right control stick can be moved up, down, left, right, and diagonally. The positions of the flaperons and tail fins change according to the stick's movement.