

switch and restart, it will return to Mode | . When turn "ON" the Power Switch, and then press

- 1 -

the "Tumble/Conversion" button, it's "Tumble" funtion.

# Install batteries: Open the battery cover, and insert 6×1.5AA batteries. (Batteries to be purchased)

NOTICE: 1. Do not mix new and old batteries. 2. Don't mix different types of batteries.

# 4. Charging

(1). Insert USB Cable to the computer

- (2). Turn "OFF" the power of the UFO. connect the USB cable to the slot on the side of the UFO. USB lights ON during charging & USB lights OFF when finish charging.
- (3). Charging time via this USB cable is about 60 minutes. UFO flying time is about 6 minutes.

#### Warning Do not operate the UFO during charging.

# 5. Environment for flight

Please be sure that without obstacle, animal and people around

Do not make the UFO fly out of sight

Note: 
• Please make sure the ambience before fly.

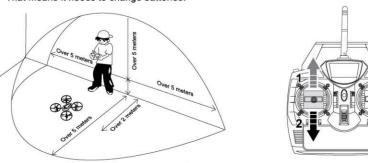
• Child playing must be guided by adult. For indoor and outdoor use.

#### 6. Ready to fly

1. Set UFO on a horizontal flat surface, and turn on the UFO power. Please make sure you are at least 2 meters away from you.

2. Switch on the power of the transmitter, the power indicator will be flashing and send out two sound of "Di, Di", then push the left control lever to the top and then pull it back to the bottom. The power indicator will be flashing quickly and enter into the decoding state. When you hear two sound of "Di. Di", the red indicator will be kept eternal bright, it shows that the decoding is successfully finished and you can fly now. 3. Check that the UFO be far away from the crowd, animals and other obstructions.

NOTICE: While the indicator of the transmitter is sparkle, which shows the transmitter is lack of power. That means it needs to change batteries.



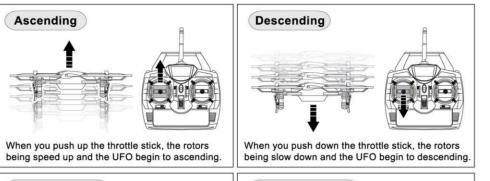
# 7. Control methods

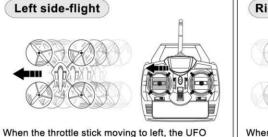
#### Mode | control methods:

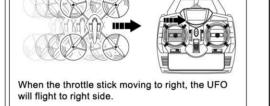
will flight to left side.

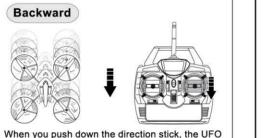
move forward.

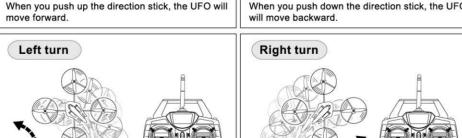
turns to left.



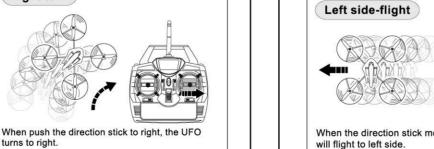


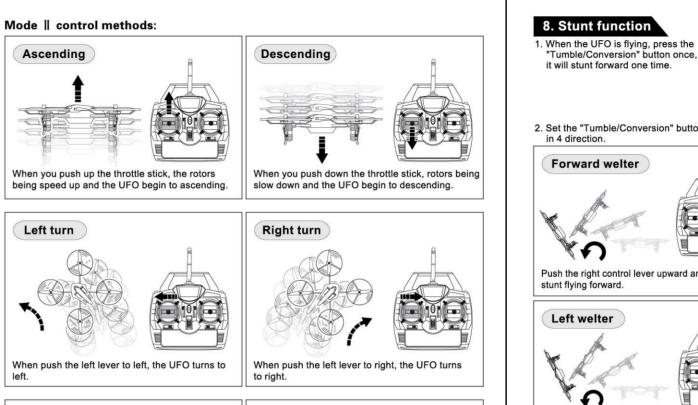


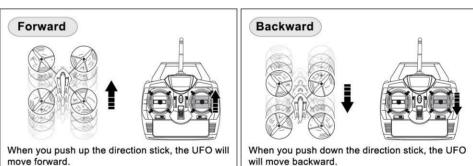


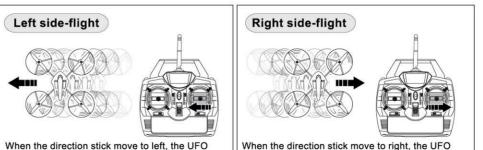


When push the direction stick to left, the UFO turns to right.

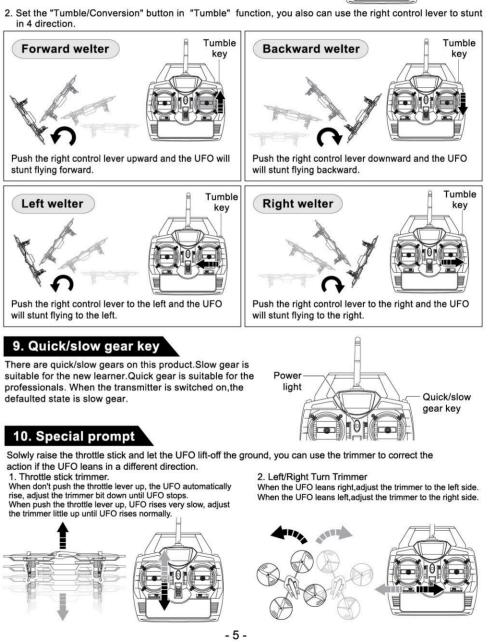








will flight to right side.



3. Forward/Backward trimmer. 4. Left/Right side flight trimmer. When the UFO leans forward, adjust the trimmer to down. When the UFO leans right, adjust the trimmer to the left side. When the UFO leans backward adjust the trimmer to up. When the UFO leans left, adjust the trimmer to the right side.

# 11. Trouble shoot and dealing with

PROBLEM	CAUSE	SOLUTION
Transmitter doesn't work.	Power switch is "OFF". Insert batteries into transmitter improperly. Batteries lack of power.	Turn the power switch to "ON". Confirm batteries be inserted according to their pole. Change new batteries instead.
Can not control the UFO.	Power switch is "OFF". You play the UFO in strong winds weather.	Turn the power switch to "ON".  Do not play in strong winds, it would make it out of control.
UFO can not rise.	Main rotor blades rotate too slowly.     Doesn't fully charge the battery.	Pull up the throttle stick. Fully charge UFO battery.
UFO land too fast.	Pull down the throttle stick too fast.	Slowly pull down the throttle stick till UFO chopper landing smoothly.

## 12. Caution

- 1. The control distance will be shorter when the battery is not full.
- 2. The UFO would not fly high enough, because the battery is not full.
- 3. If the rotor become damaged or broken, do not fly, otherwise, it will lead to injury.
- 4. If you don't use the transmitter for a long time, remove all batteries out, in order to avoid the battery leakage to damage this product.
- 5. Don't drop the UFO from high position or crash, because that will damage it.
- 6. The biggest control radius of the UFO is 50 meters, please uses in 50 meters area, otherwise the UFO will be out of control when it overstep this area.
- 7. Non-rechargeable batteries are not to be recharged.
- 8. Rechargeable batteries are only to be charged under adult supervision.
- 9. Rechargeable batteries are to be removed from the toy before being charged.
- 10. Different types of batteries or new and used batteries are not to be mixed.
- 11. Batteries are to be inserted with the correct polarity.
- 12. Exhausted batteries are to be remove from the toy.
- 13. The supply terminals are not to be short-circuited.
- 14. If the UFO become damaged, deformation, please repaired in time.

#### **FCC Notice:**

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

**Warning:** Changes or modifications to this unit not expressly approved by the part responsible for compliance could void the user's authority to operate the equipment.

### FCC Radiation Exposure Statement

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.