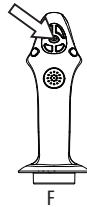


## CALIBRATING THE HELICOPTER

If the HELICOPTER becomes unstable during the course of flying, you may need to calibrate the internal gyros. To do this place the HELICOPTER on a flat level surface, press and hold the Calibrate button. The LEDs on the HELICOPTER will flash quickly and then remain solid, this indicates your drone has been recalibrated (see diagram F).



## AUTOMATICALLY TAKE OFF / LAND

Make sure you have properly synced The HELICOPTER.

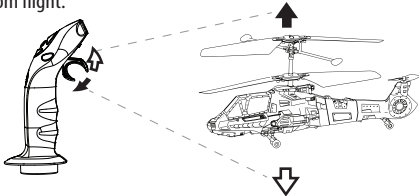
- Simply press the “start/land” button on the top of controller, your HELICOPTER will automatically take off.
- To stop or land the HELICOPTER just press the “START/LAND” button again and the HELICOPTER will descend and land automatically.



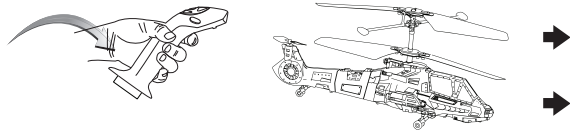
## FLIGHT CONTROLS

While you’re learning to fly your helicopter, it is best to start with a large room until you get used to the basic controls.

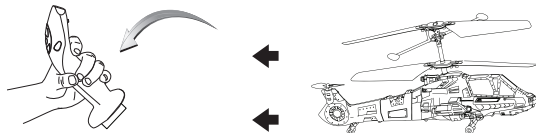
One-handed free from flight.



Pull the trigger to increase the speed of the main rotor, and release the trigger to decrease the speed of the main rotor. The helicopter will rise or descend accordingly.



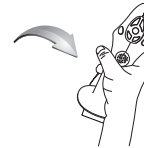
Tilt the controller forward and to *move forward*.



Tilt the controller backward to *move backward*.



Tilt the controller left to spin counterclockwise.



Tilt the controller right to spin clockwise.



**SPEED CONTROLS:** Your air combat helicopter can operate in beginner (slower) or advanced (faster) speed mode. Simply press the SLOW button (green LED lights on) or FAST button (red LED lights on).

## INTERACTIVE BATTLE MODES

Get ready for aerial combat missions with your friends (Note Requires additional Air Combat helicopter.)

PREPARATION FOR MISSION:

1. Make sure all battling helicopters are fully charged, properly synced and ready to fly (refer to *SYNCING YOUR HELICOPTER*).

READY, AIM, FIRE!

1. While your helicopter’s in flight, aim the nose of your helicopter at the cockpit of your opponent’s helicopter and press one of the FIRE buttons on your remote control.
  2. If you score a hit, your opponent’s remote control will vibrate and explosion sound come out, one of the helicopter’s battle indicator lights will turn off, and the helicopter will quickly turn 180 degrees to defend its cockpit from the next strike.
- THREE STRIKES YOU’RE OUT!
3. On the third direct hit, your opponent’s helicopter battle indicator lights will simultaneously flash red and your opponent will not be able to control the helicopter. The copter will gradually descend safely to the ground. Mission accomplished!
  4. After 10 seconds the downed helicopter will recover (reset) and will be ready for the next dogfight.

## HELICOPTER WARNING AND SAFETY PRECAUTIONS

The helicopter blades revolve at high speeds and can cause damage to the user, spectators, and animals. Stand away from the helicopter to reduce the risk of getting into the flight path. Warn spectators that you will be flying your helicopter so that they are aware of its position. Before flight, inspect the rotor blades to make certain that the blades are securely fastened to the helicopter.

### WARNINGS

- Choking/Cutting Hazard. Small Parts/Sharp Rotor Blades.
- Keep hands, hair, and loose clothing away from the propeller when the power switch is turned to the ON position.
- Turn off the transmitter and helicopter power switches when not in use.
- The charging cable is for charging the helicopter’s Li-poly battery. Do not use it to charge any other battery.
- New alkaline batteries are recommended for maximum performance.
- Parental supervision recommended when flying the helicopter.