POST FLIGHT

After you are done flying the Drone UFO quadcopter make sure the battery pack on the quadcopter is disconnected and the transmitter power is turned off. If you are not going to use the quadcopter for a long period of time, please remove the AA batteries to prevent the batteries from draining or leaking.

TROUBLESHOOTING

PROBLEM	CAUSE	SOLUTION
Quadcopter is unresponsive. The Transmitter light keeps flashing.	Transmitter is not syncing with quadcopter.	Repeat the power up process.
Quadcopter is unresponsive.	Transmitter and or quadcopter is not powered ON.	Turn both transmitter and quadcopter ON.
	Transmitter batteries are installed incorrectly.	Install the batteries with the correct polarity.
	Transmitter batteries are drained.	Install fresh batteries to the transmitter.
Transmitter light is ON. Quadcopter is unresponsive.	Quadcopter's battery pack is drained.	Charge the quadcopter's battery pack.
Quadcopter's rotors spins but doesn't take off.	Rotor blades are damaged.	Replace the damaged rotor blades.
	Quadcopter's battery pack is drained.	Charge the quadcopter's battery pack.
	Quadcopter is not on a flat surface.	Place the quadcopter on a flat surface before attempting to take off.
Quadcopter is shaking when flying.	Rotor blades are damaged.	Replace the damaged rotor blades.
Quadcopter moves while hovering without transmitter input.	Trim needs to be adjusted.	Adjust the trim.
Quadcopter will moves forward after adjusting the trim.	Gyroscope midpoint is off.	Turn off both transmitter and quadcopter. Go through power on process and make sure you place the quadcopter on a flat surface before taking off.

WARNING

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

SPECIFICATIONS, COLORS AND CONTENT MAY VARY FROM ILLUSTRATIONS

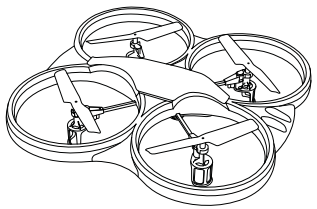
⚠ WARNING:
CHOKING HAZARD-Small parts. Not for children under 3 years.

Email:cs@akasotech.com

MADE IN CHINA

AKASO®

INSTRUCTION MANUAL



14+
FOR AGES 14 AND UP

INTRODUCTION

Thank you for purchasing this amazing AKASO® Toys product. This quadcopter is suitable for indoor and outdoor flight. Please carefully read the entire manual before operating this quadcopter and keep it for reference in the future.

PRECAUTIONS

INDOOR AND OUTDOOR FLIGHT PRECAUTIONS

This quadcopter is designed for indoor and outdoor flight. Please make sure there are no obstacles in the flight path of the quadcopter. Crashing into an obstacle while flying may damage the quadcopter. Make sure there is little to no wind when flying outside. Only fly the quadcopter when people are a safe distance away. Do not fly the quadcopter within the vicinity of a crowd. The spinning rotors may cause injury if the quadcopter comes in contact with someone.

PREVENTING MOISTURE

Do not fly the quadcopter outside when it is raining. Do not fly the quadcopter close to open water. If the quadcopter comes in contact with water, it may short circuit the electronics and damage the quadcopter.

PROPER OPERATION

Do not modify or add anything to the quadcopter. Modifying the quadcopter may change its ability to fly properly causing it to crash. Do not disassemble the quadcopter.

TRANSMITTER AA BATTERY SAFETY

Make sure the AA batteries in the transmitter are installed with the correct polarity. Do not mix rechargeable AA batteries with non-rechargeable AA batteries. Do not dispose of drained AA batteries into a fire. Batteries may explode if disposed in a fire causing injury. Remove the AA batteries in the transmitter if you are not going to fly the quadcopter for a long period of time. Store AA batteries in a cool dry place. Keep AA batteries away from heat.

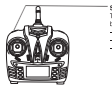
QUADCOPTER BATTERY PACK SAFETY

The quadcopter's battery pack is Lithium polymer. Li-po batteries pose higher operational risks compared to other battery packs so it's important to follow the instructions when using the battery. Manufacturer and dealer assume no liability for accidental damages caused by improper usage. Do not use a charger other than the factory supplied charger to avoid causing a fire or damaging the battery pack. Do not try to disassemble, crush, burn or reverse polarity. Make sure there are no metallic materials close to the contacts of the battery. Do not charge the battery unsupervised. Do not charge the battery overnight. Over charging the battery may damage it, causing it to not hold a charge. Stop using or charging the battery if you notice the battery temperature has increased more than usual.

KEEP AWAY FROM HEAT

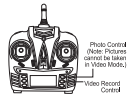
The quadcopter is made out of various plastics and Styrofoam. Plastics and Styrofoam are very susceptible to damage or deformation due to extreme heat and cold temperatures. Make sure not to store the quadcopter near any source of heat such as an oven or heater. It is best to store the quadcopter indoors in a climate controlled room temperature environment.

QUADCOPTER SPEED CONTROL

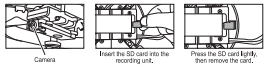


SPEED CONTROL BUTTON
To control the speed of the quadcopter, push the Speed Control button, has 3 speeds, High, Medium, and Low.
- Low Speed: Transmitter beeps once
- Medium Speed: Transmitter beeps 2 times.
- High Speed: Transmitter beeps 3 times.

CAMERA FUNCTION



PREPARATIONS OF VIDEO RECORDING

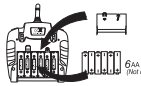


1. **SD Card Installation:** Insert the SD card into the slot, lightly press until the SD card clicks into place. Press the SD card to eject the card. **Note:** The camera indicator will not light up when the SD card is not inserted properly.
2. **Indicator Lights of Camera:**
   Green – Standby status
   Red Light Flashes Continuously – Start to record
   Red Light Stops Flashing – Quit recording
   Red Light Flashes Twice – Start photographing
3. **Dynamic State / Static State Functions:** Turn on the quadcopter, then lightly press the Record button. This will quit the recording process automatically and save the video onto the SD card. Press the Photo button and the indicator light changes to red. When the light flashes twice, a photo will be taken, which will then be saved onto the SD card.
4. **Video / Photo Operations:** Turn the quadcopter off. Remove the SD card, then install it into a card reader (connected to the computer). Videos and photos can be viewed using media players.

TRANSMITTER BATTERY INSTALLATION

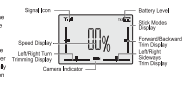
First remove the screw on the battery cover and then remove the battery cover itself. Then install 6 AA batteries. Make sure they are installed with the correct polarity. Replace the battery cover and screw.

CAUTION:
1. Make sure the polarity of the batteries are correctly installed.
2. Do not mix old and new batteries.
3. Do not mix different types of batteries.

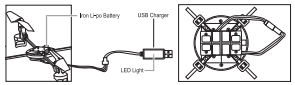


LCD INTERFACE AND SYNCING PROCEDURE

After installing the batteries, turn the transmitter switch to "ON." The power indicator light flashes and the signal icon "Y" appears in the top left of the LCD screen, when there is no signal. After the transmitter successfully pares with the drone, the transmitter will beep twice and the signal icon changes to "64". Push the Ascend/Descend control to the top, then pull the control back to the bottom. The transmitter will beep once. The power indicator will light. The transmitter has successfully paired with the quadcopter and control information appears on the LED screen.



CHARGING THE QUADCOPTER



The quadcopter battery pack has 2 connection wires. One for the USB charger and one for quadcopter. Use the included USB charger and plug it into a USB outlet. Then USB charger cord to the quadcopter battery pack. The LED light on the USB charger will turn on when the battery is fully charged.
Full charge will take approximately 1.5 hours.

WARNING

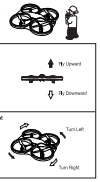
DO NOT CHARGE THE BATTERY UNSUPERVISED. DO NOT CHARGE THE BATTERY OVERNIGHT.
DO NOT OVER CHARGE THE BATTERY. OVER CHARGING THE BATTERY CAN DAMAGE THE BATTERY AND OR CAUSE A CATASTROPHIC FAILURE.

BATTERY PACK SPECIFICATIONS

Battery Type	Battery Specification	Usage Duration	Charge Time
Li-Po battery	3.7V 800mAh	Aircraft flight time: 6-8 minutes	About 1.5 hours

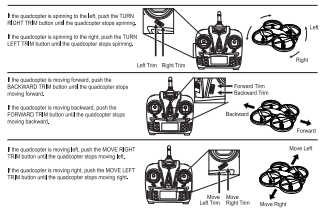
HOW TO CONTROL THE QUADCOPTER

Before flying the quadcopter for the first time please read the instructions carefully and make sure you fully understand how to control quadcopter.



ADJUSTING THE TRIM

If the quadcopter moves in any direction while hovering without transmitter input, you will need to adjust the trim.



QUADCOPTER FLIP STUNT

NOTE: The Flip Stunt Mode action will differ depending on the current speed setting of the drone.

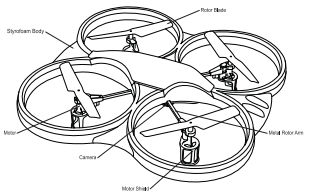
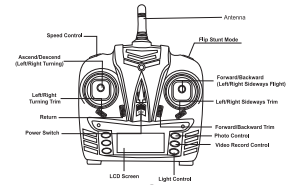
The Flip Stunt Mode button is located on the top right of the remote controller next to the speed button. The Flip Stunt Mode action will differ depending on the current speed setting of the drone.

30% And 60% Speed Setting:
After pressing the Flip Stunt Mode button the drone will fly up and perform one forward flip.

100% Speed Setting:
After pressing the Flip Stunt Mode button the drone will fly up and perform one forward flip. After the flip the drone is still in Flip Stunt Mode, push the right joystick in any direction and the drone will do a single flip in that direction. The drone will continue to be in Flip Stunt Mode until the button is pressed again.

WARNING
Make sure the Quadcopter is hovering at least 10 feet off the ground before performing the flip stunt. The flip stunt will cause the quadcopter to drop approximately 6 feet. If you perform the flip stunt while being less than 10 feet off the ground, the quadcopter may crash and become damaged.

QUADCOPTER DIAGRAM



TRANSMITTER DIAGRAM