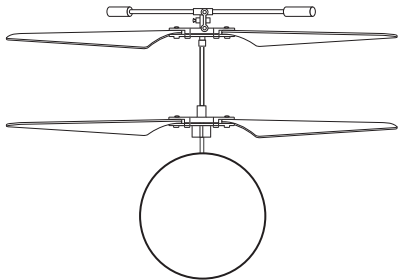


FLYING UFO BALL IR HELICOPTER

INSTRUCTION MANUAL



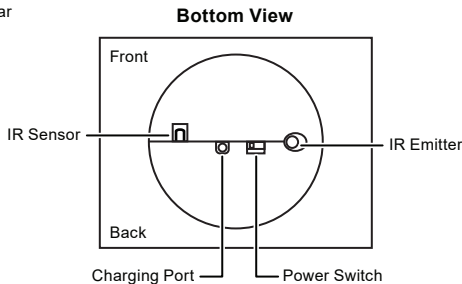
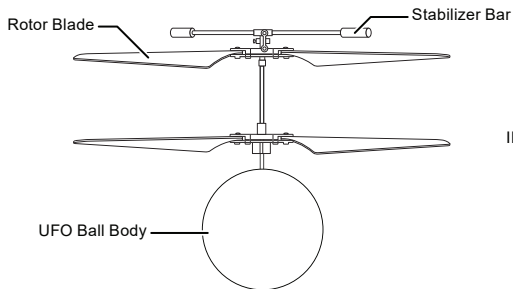
WORLD
TECH TOYS

6+

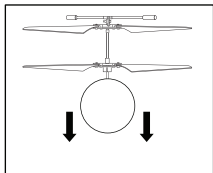
WARNING: Incorrectly storing this RC helicopter may bend and/or warp the rotor blades. Bent and/or warped rotor blades may make it fly improperly.

BC

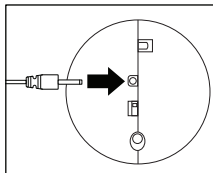
UFO BALL OVERVIEW



CHARGING THE UFO BALL



When the UFO Ball has trouble hovering you may need to charge the internal battery pack. Turn off the UFO Ball and wait 5-10 minutes to cool before charging.



Connect the UFO Ball to the included USB charger then plug the USB plug into any powered USB port.

USB CHARGER LED LIGHT INDICATOR

No Light	☀	Red Light	☀
Charged		USB charger is connected to UFO Ball and is charging. Charging time 30-60 minutes.	

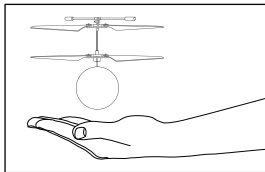
Please Note: The USB charger light will turn on when plugged in and connected to the UFO Ball to indicate charging. Once the battery is fully charged the light will turn off. Disconnect charger promptly afterward to avoid damage to the battery.

FLYING THE UFO BALL

The UFO Ball should only be used indoors and away from people, pets and objects.

1. Flip the power switch on the UFO Ball to turn it on. A blue LED light will indicate that the power is on and ready to fly.
2. Hold the UFO Ball with your fingers out of the way of the rotor blades. After 3 seconds the rotor blades will start spinning. Let go of the UFO Ball and keep your hand under it to keep it in the air as it floats up and down sensing any object underneath it.
3. Move your hand closer to the UFO Ball and it will fly up. Lower your hand and it will fly lower. If you put your hand down it will sense the floor or other objects and hover just above, like it does with your hand.
4. To turn off, quickly and carefully grab the ball and flip the power switch to off. To easily slow down and stop the UFO Ball, aim any household infrared remote* at the UFO Ball and press the power button. The UFO Ball will slowly descend, land and turn off the rotors. Promptly pick it up and flip the power switch off.

***Not all Infrared Remotes will work. Initially test a new remote with the UFO Ball in your hand prior to letting go for flight.**



REPLACING ROTOR BLADES

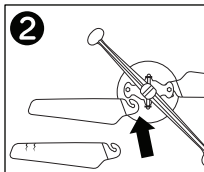
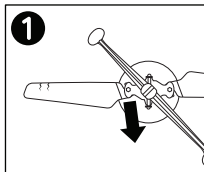
The rotors may become damaged during a collision. The UFO Ball comes with 2 spare rotors. Please replace damaged rotors immediately. The UFO Ball comes with 1 A rotor and 1 B rotor. The A and B rotors must be installed on specific locations on the UFO Ball for it to fly properly. Check the bottom of each rotor to see if it's labeled either A or B. Match the new rotor to the damaged one and replace.

No tools are needed to replace the rotors. Follow the steps below to replace the damaged rotor.

1. Pull the damaged rotor off to the side and unhook the rotor as shown.



2. Push the new rotor into place until it clicks in place and moves freely.



TROUBLESHOOTING

PROBLEM	CAUSE	SOLUTION
Rotor blades do not move	- ON/OFF switch is off. - Weak battery.	- Set the switch to ON. - Charge the Battery.
Stops operating during flight	- Weak Battery.	- Charge the Battery.
The UFO Ball is shaking when flying	- Damaged Rotor Blades.	- Replace the damaged rotor blades.
Experience loss of control	- Another Infrared RC device is using the same channel. - Bright lighting is effecting the IR transmitter.	- Fly the UFO Ball in a different area. - Turn off the bright lights.

SAFETY PRECAUTIONS

- Never use outdoors.
- Keep away from faces and animals.
- Do not launch at people or animals.
- Use the charger included in this package to recharge the battery in the UFO Ball.
- Keep fingers away from the UFO Ball while in use.
- Make sure people around you are aware you are playing with the UFO Ball.
- Do not fly the UFO Ball near overhead cables, trees, buildings, or any other obstructions.
- Always turn off when not in use.
- This user manual should be kept for future reference.
- This product contains electric components, please do not submerge in water or use in a wet environment.



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