FCC Part 15 C Notice

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 experienced radio/TV technician for help.

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.

WARNING!
CHOKING HAZARD - Small parts.
Not suitable for children under 3 years.

Conforms to safety requirements of ASTM, FCC and CPSIA.
This product is manufactured by Amax Industrial Group China Co. Limited
Office No.3,10/F Witty Commercial Building 1A-1L Tung Choi street, Mongkok. Kowloon Hongkong
STARRIDERS™ is the registered trademarks of Amax Group USA, LLC.
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Made in China
C010-USA-V1.0

STARRIDERS™
AUTONOMOUS RC DRONE

INSTRUCTION BOOKLET

WARNING: Never leave product charging unattended for extended periods of time. Always disconnect your STARRIDERS™ from the charger immediately after the STARRIDERS™ is fully charged. Please refer to enclosed safety instructions.

PACKAGE CONTAINS:

STARRIDERS™

Controller

USB Charging Cord

Instruction Booklet

Colors and styles may slightly vary from photo

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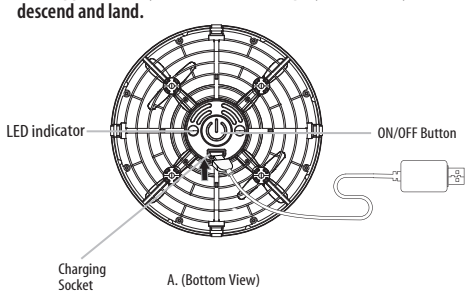
FEATURES

- Easy to Launch and Fun to Play
- Obstacle Avoidance Technology
- Hand Motion Controlled
- New 360˚ Somersaults!
- Infinite Spinning and Hovering
- Includes 5 different sound effects, plus exciting animated LED lighting effects
- Crash Resistant Design for Extra Durability

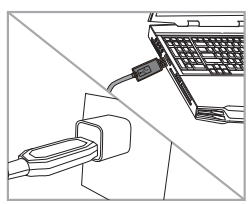
CHARGING THE STARRIDERS™

1. Turn off your STARRIDERS™ and plug the included USB charging cord into the charging socket on the bottom of the STARRIDERS™ (see diagram A).
2. Connect the other end of the USB cable to either your computers USB port or a UL/CE approved USB wall charger (see diagram B). IMPORTANT: If using a high-speed USB wall adapter make sure that the output is less than 7V otherwise the STARRIDERS™'s internal charging circuit will shut down for safety reasons and not allow the STARRIDERS™ to accept the charge.
3. When charging begins, the indicator lights on the STARRIDERS™ will light red to indicate that the battery is charging. When the battery is fully charged the indicator lights will turn a solid green color.
4. The charging time may vary depending on the remaining percentage of charge the battery had left in it from previous use. The average charging time is approximately 40-50 minutes. Once fully charged the STARRIDERS™ operates for approximately 5-7 minutes depending on the intensity of play.

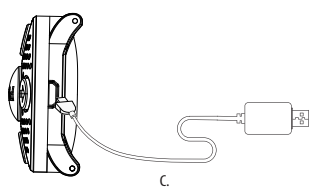
LOW BATTERY INDICATOR: During play, when the STARRIDERS™'s batteries begin to run low, the on-board indicator lights will change to a solid RED color and the Starriders Pilot will start flashing. This indicates that you have approximately one-minute left to play, and shortly after, the STARRIDERS™ will automatically begin to descend and land.



A. (Bottom View)


B.

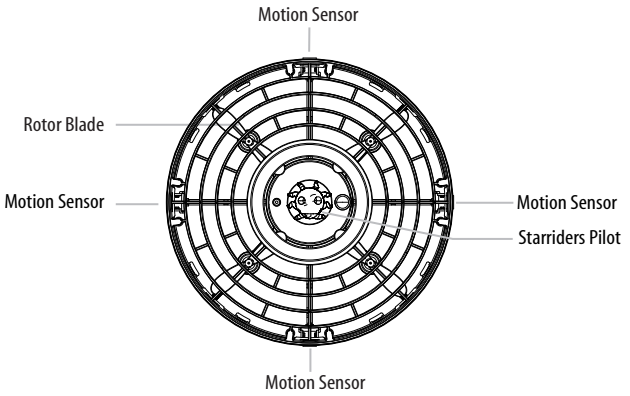
CHARGING THE CONTROLLER

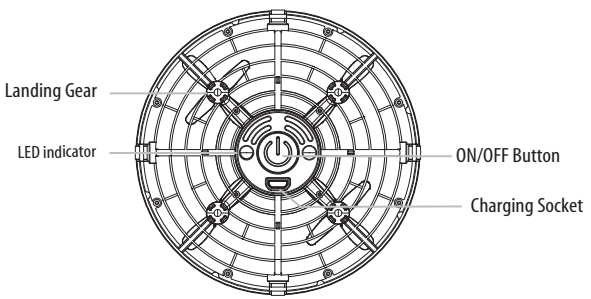

C.

1. Plug the included USB charging cord into the charging socket of the controller (see diagram C).
2. Connect the other end of the USB cable to either your computers USB port or a UL/CE approved USB wall charger (see diagram B).
3. When charging begins, the indicator lights on the controller will light red to indicate that the battery is charging. When the battery is fully charged the indicator lights will turn a solid green color.
4. The charging time may vary depending on the remaining percentage of charge the battery had left in it from previous use. The average charging time is approximately 25-35 minutes.

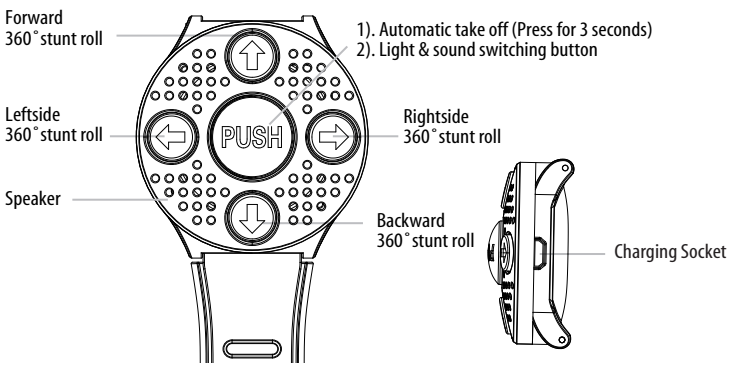
LOW BATTERY INDICATOR: During play, when the CONTROLLER 's batteries begin to get low, the indicator lights will start flashing RED color.

STARRIDERS™ DIAGRAM





REMOTE CONTROL DIAGRAM



UNDERSTANDING THE ONBOARD INDICATOR LIGHTS WHEN FLYING YOUR STARRIDERS™

- When the Starriders Pilot starts flashing, it indicates low power mode and you will not be able to perform 360˚ flips during this time.
- Solid RED lights indicate low power mode and you will not be able to perform 360˚ flips during this time.
- A BLUE light indicates that the STARRIDERS™ is flying horizontally across the room.
- A GREEN light indicates that the STARRIDERS™ is stabilizing and is in a good place for beginner and younger pilots to attempt a 360˚ flip.

THE STARRIDERS™ IS PRIMARILY DESIGNED TO BE USED INDOORS AS THERE WILL BE NO WIND OR UV RAYS THAT MAY AFFECT FLIGHT. TO USE THE STARRIDERS™ OUTDOORS, PLAY AT DUSK, NIGHT TIME, OR IN SHADED AREAS AWAY FROM DIRECT SUNLIGHT. ONLY PLAY OUTSIDE WHEN THERE IS LITTLE OR NO WIND.

WARNING

DO NOT FLY YOUR STARRIDERS™ IN FOUL WEATHER!

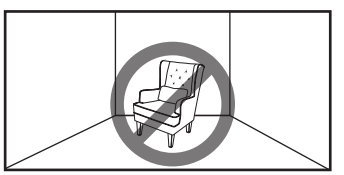
PREPARING FOR FLIGHT

- Verify that STARRIDERS™ has been fully charged.
- Make sure the empty space has no obstacles that would obstruct flight.

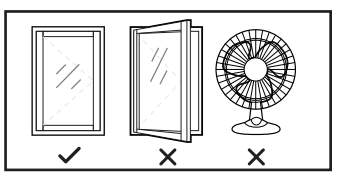
DO NOT ATTEMPT TO FLY YOUR STARRIDERS™ IF THERE IS RAIN, SNOW, HEAVY WINDS, THUNDER OR LIGHTNING OUTDOORS. IT COULD DAMAGE YOUR PRODUCT.

LET'S GET STARTED!

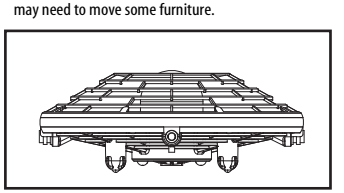
Follow these simple steps in the order below and you will be successfully flying your STARRIDERS™ in no time!



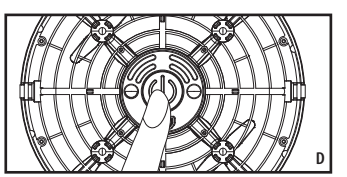
1. Suggested to play indoors first to get the hang of it! When using the STARRIDERS™ indoors, first find a room in your house with high ceilings and a large open space where you have room to walk around. You may need to move some furniture.



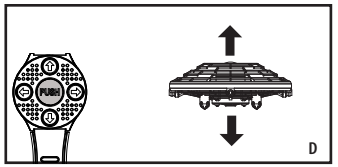
2. Make sure all external sources of wind like ceiling fans, floor fans or opened windows are turned off and closed. Central Air conditioning should be okay but it is a good idea to stay away from strong drafty areas.



3. Make sure your STARRIDERS™ is fully charged.



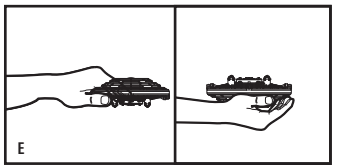
4. Turn on the STARRIDERS™ to short press the ON/OFF Button. The LED lights on the STARRIDERS™ will turn on and start flashing, set it on flat level surface the green LED light become solid (see diagram D).



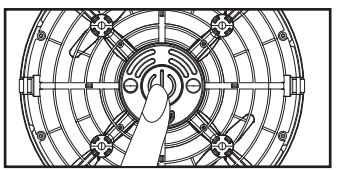
5. Make sure you have properly synced The STARRIDERS™.

• Press the "PUSH" button for 3 seconds, your STARRIDERS™ will automatically take off.

• To stop or land the STARRIDERS™ just press the "PUSH" button for 3 seconds again and the STAR RIDERS™ will descend and land automatically (see diagram D).



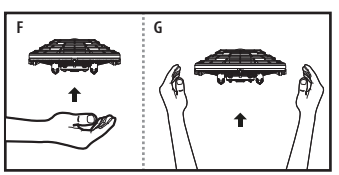
6. Another method to stop the STARRIDERS™ quickly capture the STARRIDERS™ with your hand and turn it upside down (see diagram E) the blades will stop spinning.



7. When done playing make sure to turn the power off by depressing the power button for 3 seconds (see power button diagram on pg. 3) All the lights will turn off.

HOW TO CONTROL YOUR STARRIDERS™

Your STARRIDERS™ is equipped with motion sensors and air pressure sensors which read your hand motions to determine its direction for flight.

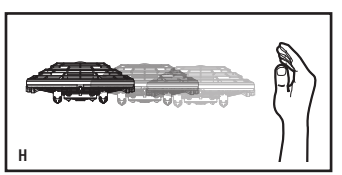


TO MAKE YOUR STARRIDERS™ GO UP:

There are 2 ways to make your STARRIDERS™ ascend:

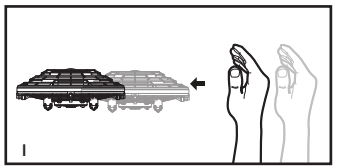
1) Place one hand palm side up directly underneath the bottom of the STARRIDERS™ and slowly move your hand straight up, STARRIDERS™ will rise upward (See Diagram F)

2) The second way which will create a faster response, is to hold both your hands out simultaneously on both sides of the STARRIDERS™ about two inches from the body so the STARRIDERS™ is in the center space between your two hands. The drone will quickly ascend! (See Diagram G)



TO MAKE YOUR STARRIDERS™ FLY HORIZONTALLY ACROSS THE ROOM:

Hold your hand up vertically palm side facing the STARRIDERS™ like your going to push it away, but don't actually touch it. The STARRIDERS™ will begin to move in the opposite direction of your hand (See Diagram H).



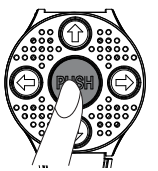
TO MAKE YOUR STARRIDERS™ MOVE FASTER AND FURTHER.

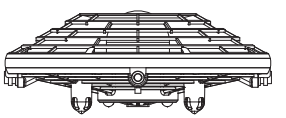
Once you have gotten the hang of controlling the direction of your STARRIDERS™ simply move your hand along outside of the STARRIDERS™ as it begins to fly away, literally follow the STARRIDERS™ with your hand. The longer and faster you move your hand behind the STARRIDERS™ the further and faster it will fly (See diagram I) Remember to follow behind it, not touch it.

LIGHT & MUSIC SWITCHING OF STARRIDER™

STARRIDERS™ also includes 5 different sound effects, plus exciting animated LED lighting effects. It even has an on-board Starriders Pilot that glows!

By simply pressing the 'Light & Sound Switching' button on the remote controller, you can easily switch between music and lighting modes for your STARRIDERS™. Each musical beat corresponds to a unique lighting mode, providing a fun and dynamic experience.





J.

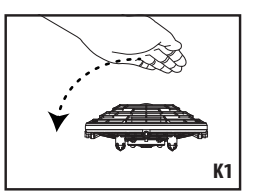
HOW TO DO 360˚ STUNT ROLLS! (USING HAND GESTURE)

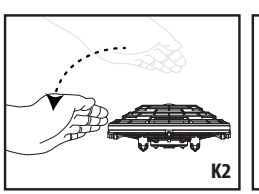
The STARRIDERS™ allows you to command 360˚ stunt rolls with a special hand movement! Your STARRIDERS™ has the ability to do a 360˚ roll in all 4 directions.

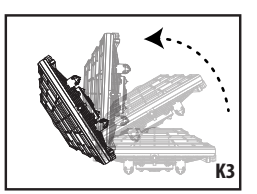
• First pass your open palm face down across the top of your STARRIDERS™ from one side to the other like doing a horizontal karate chop in the air, you are crossing an invisible sensor

• Complete the move by rounding the corner and moving your hand down the side. The fluid combination of going across the top and down the side will activate the 360˚roll.

NOTE the STARRIDERS™ will do somersaults in the direction of the side where your hand completed the movement (SEE DIAGRAM K1, K2, K3).



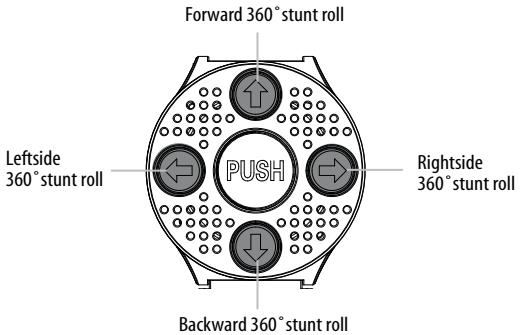


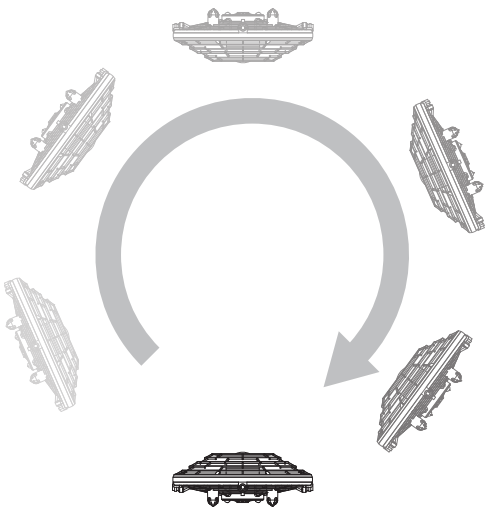


HOW TO DO 360º STUNT ROLLS (USING CONTROLLER)

1. In order to make your STARRIDERS™ do 360º rolls you must fully charge your battery.
   Note: The STARRIDERS™ will not do 360º stunt rolls under low battery indication.
2. When you're ready to attempt a 360º stunt rolls, press the "360˚ stunt roll" button on your controller. You can perform flips in all directions and tricks with ease (see the Remote Diagram on page 3).

Note: Keep the The STARRIDERS™ altitude at least 3 foot when you do 360º stunt rolls.



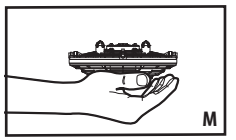


TROUBLE SHOOTING:

If your STARRIDERS™ drifts uncontrollably or does not respond correctly to the hand movements as explained above you may need to recalibrate the internal gyro sensor.

HOW TO RECALIBRATE THE GYRO:

a) First start with the STARRIDERS™ in the power-on position. Next, hold the STARRIDERS™ upside down (See diagram M).
b) Quickly depress and release the power button 2 times and the lights on the body should begin to rapidly flash blue and green, this is how you know that you are in "Calibration Mode". (See diagram N).
c) While the lights are flashing turn the STARRIDERS™ back over right side up and set it on flat level surface (See diagram O).
d) When the lights stop flashing and you have solid green light on the body, you have successfully completed the calibration process and you are ready to fly!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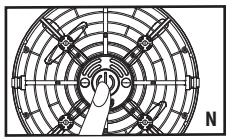
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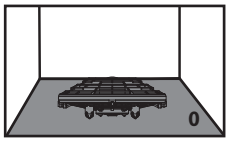
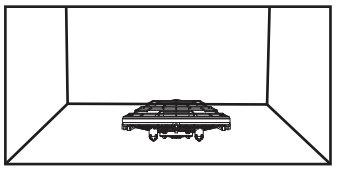
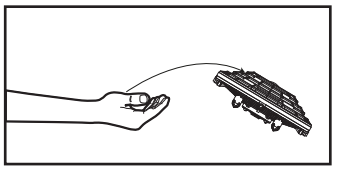
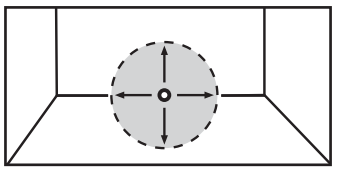

O

HOW TO PLAY SAFELY!

Safety is number one and should be taken seriously! Please carefully study the below DO's and DON'Ts so that you may always enjoy the safe operation of your STARRIDERS™.


DO


DON'T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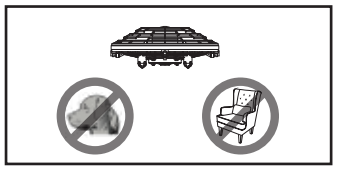
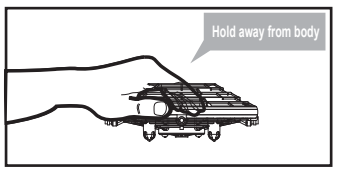

DON'T



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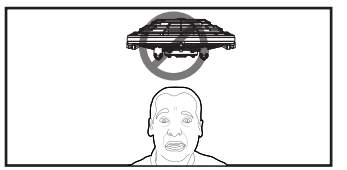
DON' T FLY OVER HEAD

IMPORTANT SAFETY INFORMATION: KEEP YOUR STARRIDERS™ AWAY FROM FACE AND EYES.

STARRIDERS™ WARNING:

Always play in a large open space and warn spectators that you will be flying your STARRIDERS™ so that they are aware of its position. Before flight, inspect the STARRIDERS™ to make certain that there is no obstruction to the propellers or damage to the product and that everything appears to be in good working order.

WARNING!

- 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 STARRIDERS™ power switch when not in use.
- The included charger is built specifically for the STARRIDERS™ Li-Poly battery. Do not use it to charge any other battery.
- Parental supervision recommended for children under 8 when flying STARRIDERS™.

BATTERY WARNINGS

This STARRIDERS™ uses an internal Li-Poly rechargeable battery and is not replaceable. If the battery can no longer be charged, dispose it properly according to local disposal requirements.

CAUTION: If the rechargeable battery leaks fluid, avoid contact with eyes and dispose the STARRIDERS™.

- Rechargeable batteries are to be removed from the item before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries should be removed immediately and must be recycled or disposed of properly according to state or local government ordinances and regulations.
- The supply terminals are not to be short-circuited.
- Do not dispose batteries in a fire! Batteries may leak or explode.
- This toy is only to be connected to equipment bearing either of the following symbols: ⧈ or ⟐

CARE AND MAINTENANCE

- To clean, gently wipe the STARRIDERS™ with a clean damp cloth.
- Keep the toy away from direct heat or sunlight.
- Do not submerge the toy into water. This can damage the unit beyond repair.
- Parental guidance recommended when installing or replacing the batteries.

Limited 90-Day Warranty

NORTH AMERICA

AMAX Group USA warrants to the original consumer that this product is free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, AMAX Group USA will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to our warranty center ALONG WITH THE ORIGINAL RECEIPT evidencing that the product was purchased from an approved AMAX retail partner and that the product is still within the 90 day warranty period. The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use or unreasonable use of the unit. Removal of any parts/components voids all warranties. This warranty does not cover cost of repairs made or attempted outside by third-party individuals or companies. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

REPAIR/REPLACE PRODUCT

If your product begins to malfunction or stop working, immediately contact our warranty center (contact details listed below). If it is determined that a return is necessary, our warranty department will issue you an RMA number/form and an address to the nearest return center for shipping the product to us. When honoring the warranty, AMAX reserves the right to either repair, replace or refund the product.

IMPORTANT NOTICE:

We will reject and return to sender returns that are not accompanied by an AMAX issued RMA form and RMA number so make sure to contact our warranty center before attempting to return your product!

PREPARATION FOR SHIPPING YOUR PRODUCT:

Please repack your product in a durable box, preferably in the original carton, and send it prepaid, and adequately insured. Include the RMA form that was issued by our warranty department along with your daytime telephone number and email address inside the shipping carton. If your warranty has expired and you still require service please contact our customer care team For further information please send all inquiries to: customercare@amaxbrands.com

IMPORTANT NOTICE!

DO NOT ATTEMPT TO SHIP YOUR PRODUCT BACK WITHOUT FIRST CONTACTING OUR WARRANTY DEPARTMENT AT:

Email: customercare@amaxbrands.com