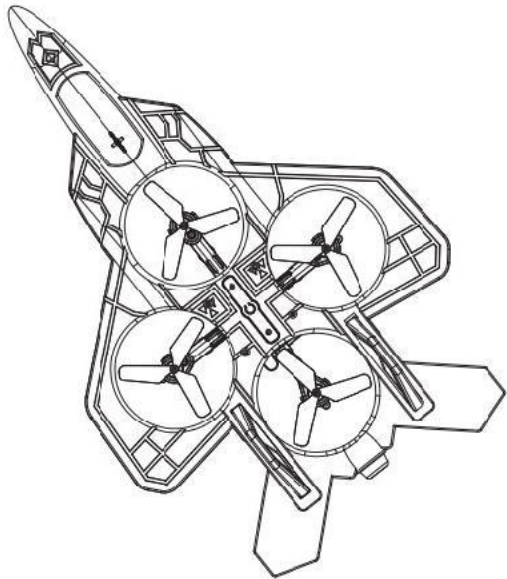


AGES14+



REMOTE CONTROL QUADCOPTER INSTRUCTION MANUAL

FLIGHT ADJUSTMENT SECTION

When you lift your Drone into the air, without the use of any control levers, it should HOVER in one spot. If it doesn't, you can follow the instructions below to bring your Drone back to a perfect HOVER.

If your Drone banks to the Left, keep pressing the Bank Right Trim Button to the Right till the Drone stops banking.	
If your Drone banks to the Right, keep pressing the Bank Left Trim Button to the Left till the Drone stops banking.	
If your Drone flies Backwards, keep pressing the Forward Trim Button Up till the Drone stops flying Backwards.	
If your Drone flies Forwards, keep pressing the Backwards Trim Button Down till the Drone stops flying Forwards.	

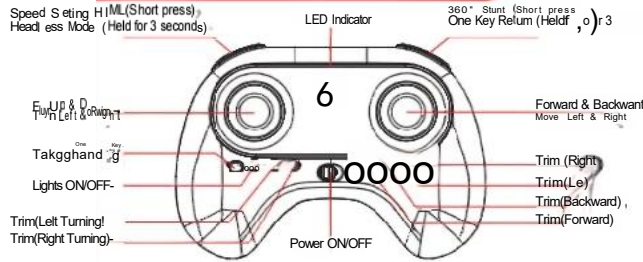
IMPORTANT INSTRUCTION

- This product is not only a toy but a precision equipment with integrated mechanics and electronics. This product requires expertise in aerodynamics and high-frequency transmitting. This product needs to be correctly assembled and debugged to avoid accidents. The product owner should operate and control it in a safe manner. Please note that we are not liable or responsible for any accidents that may result in injury, damage or loss of property. We urge you to handle with care.
- This product is suitable for users that have prior operating experience or users no less than the age 14.
- The flying ground suggested is an open space that is legally viable for remote drone control.
- If you encounter any problems while operating or repairing this product, kindly contact us. You can find our contact information in the warranty section. We will provide you with the technical support and after-sale service.
- To avoid the drone losing control, we recommend indoor use only!

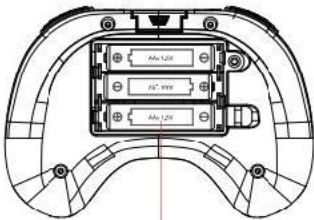
BATTERY REPAIR & MAINTENANCE

- Battery should be put in the dry or well ventilated area with a room temperature of about 18-25 C.
- In order to prolong the battery life, please avoid repeatedly charging or excessive discharging.
- If the battery needs to be stored away for while, please charge the battery first. The battery needs to be charged to at least 50-60% of its capacity.
- If you do not use it for more than a month, it is highly recommended that you need to check the battery voltage every month to make sure the voltage is no less than 3V. Otherwise please do not follow step NO.(3).

GET TO KNOW YOUR TRANSMITTER



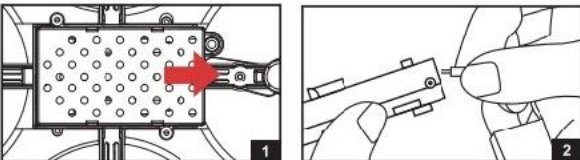
Battery installation



(USE 3 1.5V "AAA" SIZE BATTERIES)
BATTERY INSTALL

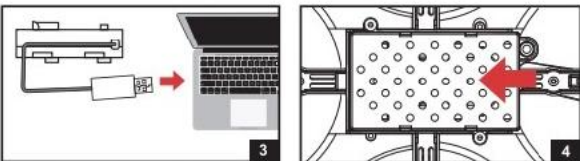
- Different types of batteries or new and used batteries cannot be mixed.
- Batteries must be inserted with the correct polarity.
- Exhausted batteries need to be removed from the toy.
- The supply terminals cannot be short-circuited.
- Open the battery cover with the screwdriver.

HOW TO CHARGE QUADCOPTER BATTERY



1. Pull the battery out of the quadcopter.

2. Take out the USB charging cable and insert into the battery power port (Make sure the ports are connected correctly).



3. Connect the USB charger to the computer USB port, then connect the charging socket to the lithium battery. While charging, the LED will light up; when fully charged, the LED will turn off.

4. Reconnect the battery to the quadcopter.

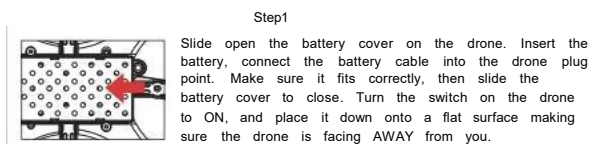
Charging time: about 70-90 minutes.
Flying time: about 6-8 minutes!

Note! Always charge the battery by using the USB port from your computer and not a telephone or tablet wall charger. Charging by using power socket can cause fire! Always keep watch while charging.

CAUTIONS WHEN CHARGING

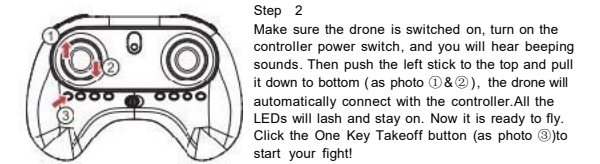
- When charging, please put this product in a dry or well ventilated area. Keep it away from any heat sources or explosive products.
- Before charging, remove the batteries from the quadcopter. Charging process should be supervised by an adult to prevent an accident.
- After flying, please do not charge the battery if the surface temperature is still not cool. Otherwise it may cause the battery to swell, this could be a fire hazard.
- Please make sure that you use the original USB charging cable provided. If the battery has been used for a long time, or appears to be swollen, please replace them.
- If you do not play with the quadcopter for a long time, please remove the battery.

READY TO FLY YOUR QUADCOPTER



Step1

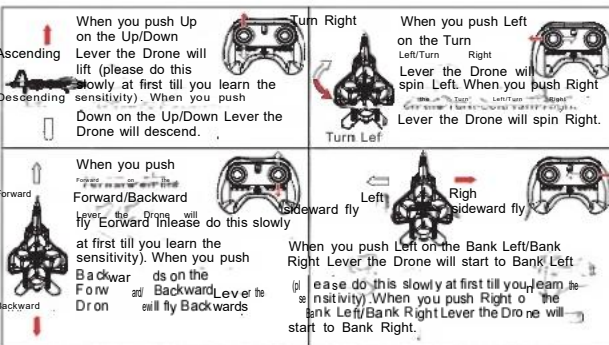
Slide open the battery cover on the drone. Insert the battery, connect the battery cable into the drone plug point. Make sure it fits correctly, then slide the battery cover to close. Turn the switch on the drone to ON, and place it down onto a flat surface making sure the drone is facing AWAY from you.



Step 2

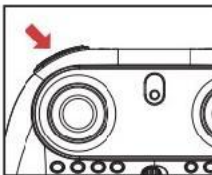
Make sure the drone is switched on, turn on the controller power switch, and you will hear beeping sounds. Then push the left stick to the top and pull it down to bottom (as photo ① & ②), the drone will automatically connect with the controller. All the LEDs will flash and stay on. Now it is ready to fly. Click the One Key Takeoff button (as photo ③) to start your flight!

FLIGHT CONTROL

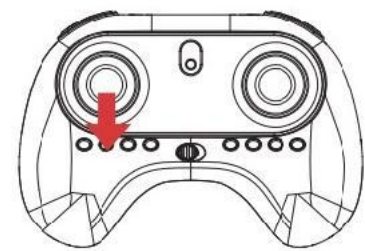


SPEED CONTROL

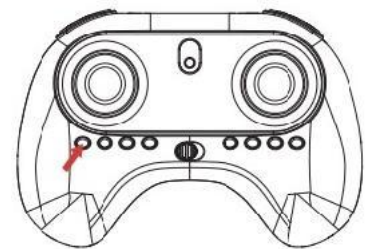
The first time you turn on the drone, the initial speed is set to 40%. You will hear ONE beep. When you press the SPEED BUTTON, you will hear TWO beeps which will increase the speed level to 60%. Pressing the SPEED BUTTON again you will hear THREE beeps and this will increase the level to 100%. Pressing again will bring you back to 40% speed and you will hear ONE beep. Always learn to fly at 40% speed, and then you can increase it as you get better at flying.



HOW TO LAND YOUR QUADCOPTER



Option 1: After playing, control the drone to the ground and keep the throttle at the lowest position for 3-4 seconds or until the motor stops working. Finally switch off the transmitter and drone.



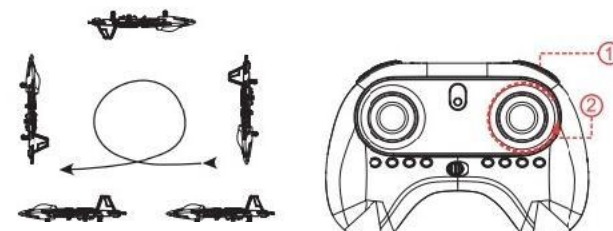
Option 2: For a fast turn off, press the one key landing button, the product will slowly land on the ground and motor will shut down.

RESETTING THE DRONE :

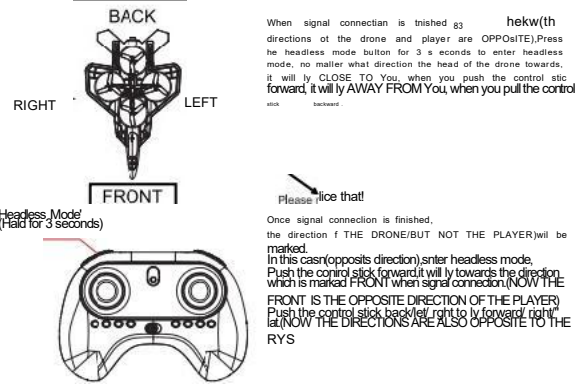
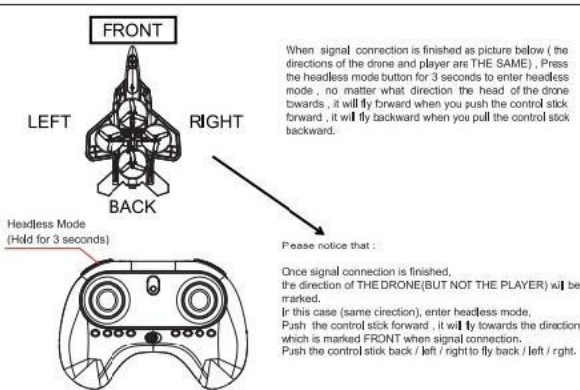
Pull the left stick to lower left quarter, and pull the right stick to lower right quarter (as photo), you will hear beeping sound and the LED lights begin to flash and stay on, the gyro will auto reset and keep better balance. Please notice that the drone should be put on the flat surface.

HOW TO DO A 360 FLIP :

- Make sure the Drone is flying at least 1.5 meters above the floor, or 1.5 meters below a ceiling.
- Press the Flip button on the controller, The controller will make a "Beep" sound, then flick the right hand lever in any direction, the Drone will flip in that direction.
- You may need to push Up on the Up/Down Lever after the flip, if your battery is low on power to keep the Drone high in the air after the Flip.



HEADLESS MODE

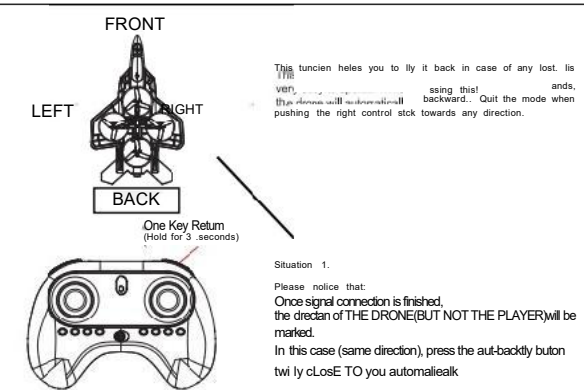


Please notice that:

Once signal connection is finished, the direction of THE DRONE (BUT NOT THE PLAYER) will be marked. In this case (same direction), enter headless mode. Push the control stick forward, it will fly towards the direction which is marked FRONT when signal connection. Push the control stick back / left / right to fly back / left / right.

When signal connection is finished, the direction of THE DRONE (BUT NOT THE PLAYER) will be marked. In this case (opposite direction), enter headless mode. Push the control stick forward, it will fly towards the direction which is marked FRONT when signal connection. Push the control stick back / left / right to fly back / left / right. NOW THE DIRECTIONS ARE ALSO OPPOSITE TO THE RYS

ONE KEY RETURN



Situation 1.

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When signal connection is finished, the direction

APPEND MANUAL

Produce name: RC TOYS

Model:2305

Manufacturer: Building C, Jinhui Industrial Building, South of Yuting Road, East of Taian Road

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.

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.

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