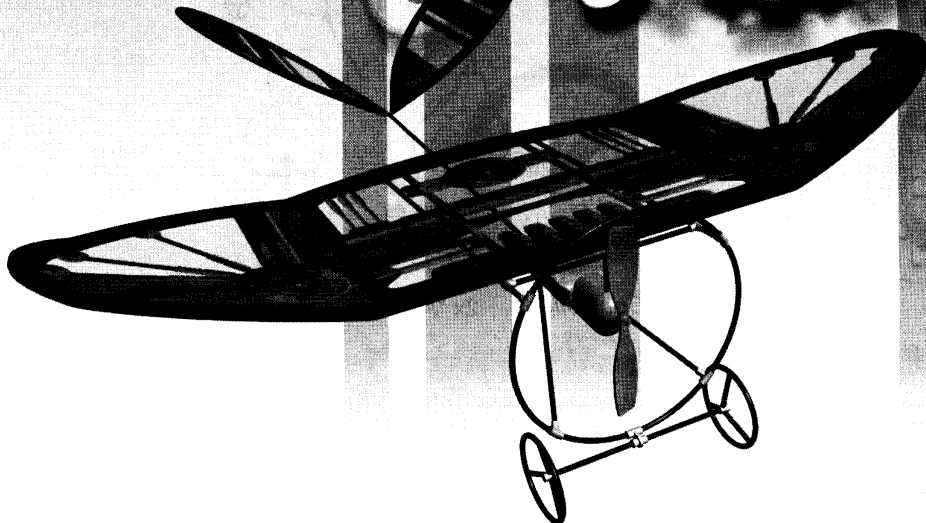


FOR AGES 8 & UP

VrRoom Zoom

Flight Factory



Congratulations! You are the owner of the world's first in-house radio control airplane! The VrRoom Zoom is like magic to fly! It is built of the latest high tech materials; it is super light, super strong and super powerful! The VrRoom Zoom can takeoff from the ground in as little as 2 feet! Control the VrRoom Zoom with the single power control on the transmitter. Power up for takeoff and climb; ease back for a slow descent and level flight. The VrRoom Zoom is designed to fly in a circular path when power is applied and glides in a straight path when power is withdrawn! The VrRoom Zoom is designed for indoor flying only; do not fly the VrRoom Zoom out doors unless there is a ZERO wind condition.

THE ULTIMATE INDOOR RC AIRPLANE

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.

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 needed.
- * Consult the dealer or an experienced radio/TV technician for help.

Hereby, Jasman Asia LTD., declares that the VrRoom Zoom is compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC

CE 0359

Warning:

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

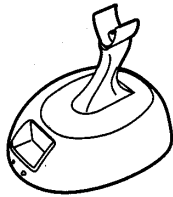
Keep packaging for reference since it contains important information

CE D.J.K. EUROPE
2ND FLOOR
FRASER HOUSE, BRIDGE LANE,
FRODSHAM, CHESHIRE
U.K. WA9 7HD
PLEASE RETAIN FOR FUTURE REFERENCE
djkeurope@aol.com

JASMAN INC. 925 W. THORNDALE AVE.,
ITASCA, ILLINOIS 60143, U.S.A.

Conforms to product safety standards ASTM F963-96a,
CPSC, EN71 Regulatory requirements.

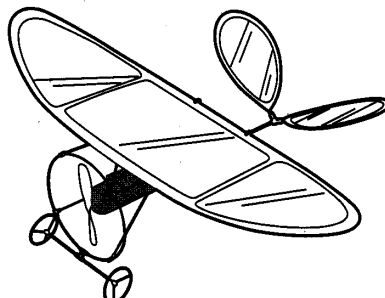
CONTENTS:



Charger Base



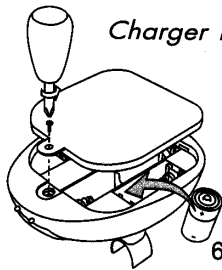
Controller



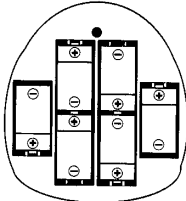
VrRoom Zoom Aircraft

Note : The VrRoom Zoom is a strong and light aircraft, however care should always be exercised when handling the plane. Always pick up the plane by the back of the fuselage and away from the propeller.

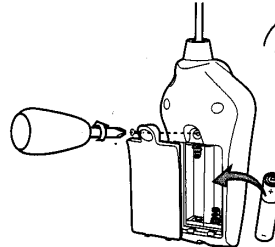
BATTERY INSTALLATION:



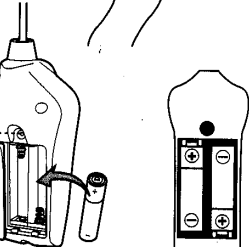
Charger Base



6x "C"



Controller



2x "AA"

BATTERY SAFETY INFORMATION:

Keep packaging for reference since it contains important information.
Required : 6 x C (LR 14) & 2 x AA (LR 6) (Not included).

- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED IN POSITION ACCORDING TO POLARITY.
- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD (CARBON-ZINC) OR RECHARGEABLE (NICKEL-CADMIUM) BATTERIES.
- DO NOT ATTEMPT TO BURN BATTERIES.
- DISPOSE OF BATTERIES SAFELY AND CORRECTLY.
- REMOVE BATTERIES IF THE TOY WILL NOT BE USED FOR A LONG PERIOD OF TIME.

- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT CIRCUITED.
- KEEP PACKAGING FOR REFERENCE SINCE IT CONTAINS IMPORTANT INFORMATION.
- DO NOT USE RECHARGEABLE BATTERIES.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- BATTERIES SHOULD BE REPLACED UNDER ADULT SUPERVISION.
- DO NOT DISPOSE OF IN FIRE.

CHARGING YOUR VrRoom ZOOM:

The VrRoom Zoom plane is equipped with a rechargeable battery which is permanently installed inside the plane. Before flight, you will need to charge the battery until it is at full capacity.

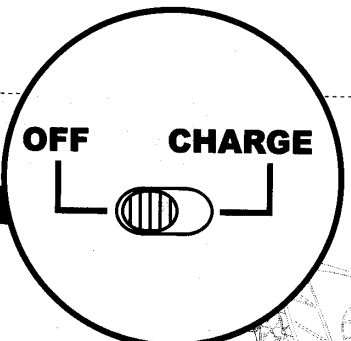
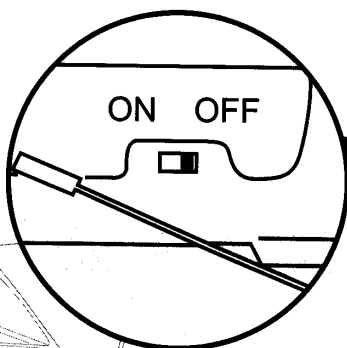
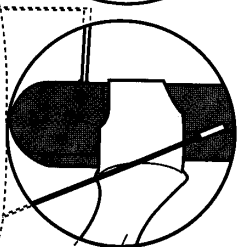
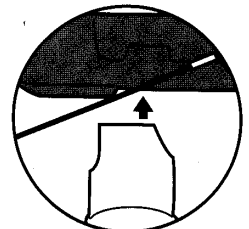
- * Install batteries in the charger base.
- * Make sure the VrRoom Zoom switch is "OFF"
- * Place the VrRoom Zoom plane on the charger stand (as shown-right)
- * Move the charger switch from "OFF" to the "NORMAL" charge position (as shown below-right).

Two LEDs will light up - green indicates the charger is "ON" and red indicated the plane is "CHARGING".
When the red LED turns off, the plane is fully charged.

- * Turn the charger "OFF" once the plane is fully charged.

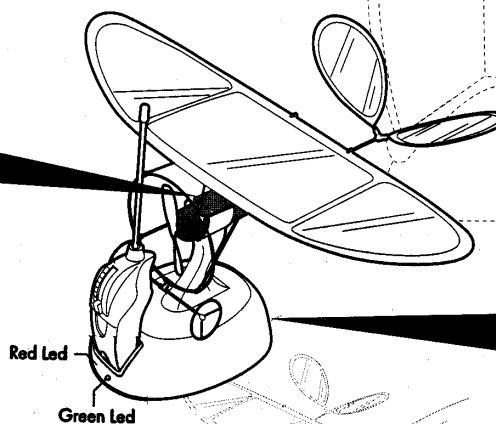
• Charge time 15-30 Min — Flight time 6-10 Min

Note: Charge time and flight time will vary depending on the battery level prior to charging.



Note :

The VrRoom Zoom must be turned off before charging.



SAFETY PRECAUTIONS!

The VrRoom Zoom should always be flown in a safe and responsible manner. Care should be taken when flying the VrRoom Zoom. Do not fly directly at people or animals - always ensure they are behind the controller and not directly in the flight path.

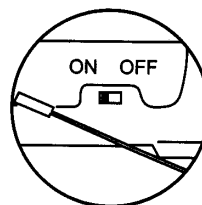
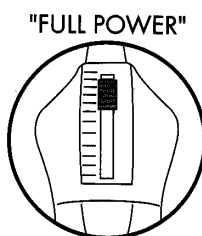
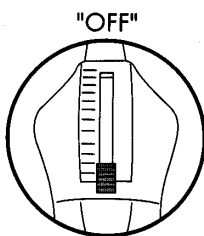
- Recommended for use in open indoor areas such as basements or garages.
- Do not fly in areas where electrical lamps and appliances are potential obstacles.
- Do not fly near overhead lights or fans and air conditioner ducts.
- Keep the VrRoom Zoom away from face, eyes and hair.
- Point the plane away during takeoff.
- Make sure people in the area know you are flying the VrRoom Zoom before flying.
- Use only the charger and controller included in the set.
- Always turn the aircraft, controller, and charger base "off" when not in use.
- Adult supervision is recommended at all times.
- Never crush, puncture or damage the fuselage as you can damage the battery or other electrical parts.
- Never try and "catch" the aircraft while it is flying. You could damage the aircraft or cause injury to yourself.



FLYING YOUR VrRoom Zoom Indoor Plane!

TO FLY : The aircraft should be turned on first, and then the controller can be used.
GET READY FOR TAKE OFF!

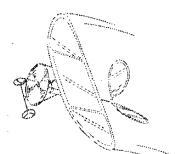
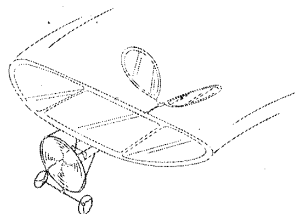
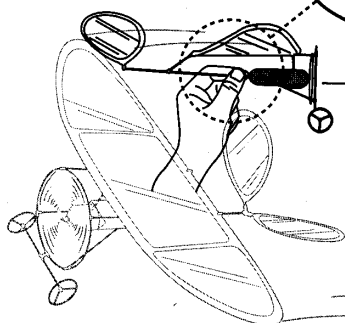
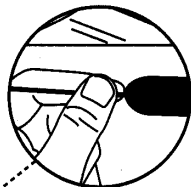
The VrRoom Zoom should be fully charged now and ready to go. First, be sure the controller is off, As shown in the fig below. Turn the VrRoom Zoom on by sliding the ON/OFF switch to the "ON" position. While holding the plane in your hand, push the power switch up on the controller to see that the propeller starts spinning. The higher the switch moves on the controller unit, the faster the propeller should turn.



The VrRoom Zoom is designed to fly in a circular path when the control switch is in the full power position. The plane will takeoff and fly in a tight circle (approximately 8 feet in diameter) while it climbs. When you ease the power back the VrRoom Zoom will glide in a more straight flight path. You will soon learn to control the direction of flight of the VrRoom Zoom with the simple application of power!

QUICK LAUNCH

To conserve battery power and get the VrRoom Zoom in the air quickly, use the hand launch method. Hold the plane in your hand and apply about half power then gently toss forward (not up). The VrRoom Zoom will descend slightly before picking up speed, ascend and maintain a circular flight.

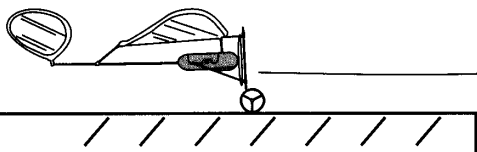


FLOOR TAKEOFF

The VrRoom Zoom is so powerful it can takeoff from the floor! The floor should be a hard smooth surface. Place the plane on the floor with a plenty of area forward of the plane and with turning space on the left side. Make sure other people are standing behind you and never takeoff in the direction of people or animals. With the controller in hand quickly push the power control switch forward for maximum power. The plane will roll forward and start banking to the left - keep full power on until it reaches the desired altitude and then pull the power down to maintain flight.

TABLE TOP TAKEOFF

If you have thick carpet, you can use a table top for takeoff. Make sure your table is clear of obstructions and you have at least 4 feet of roll out area. Give the VrRoom Zoom full power and watch it ascend! Keep the power at full throttle until you achieve the desired altitude and then back down on the power to maintain a steady flight. Ensure that you are at a safe distance away from the table and the plane when launching from the table top.

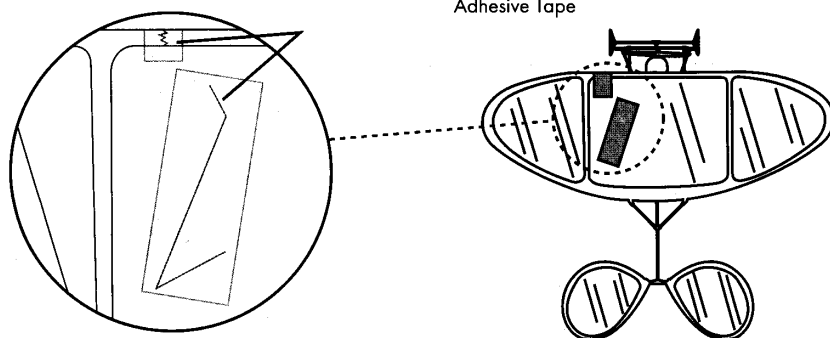


CONTROLLED FLIGHT

Once you master the takeoff procedure you are on your way! The VrRoom Zoom flight path can be controlled with the use of power only. When the plane powers up it will fly in a tight circle; when you let off the power the VrRoom Zoom will fly more in a straight path. With practice you can control the VrRoom Zoom and fly it in the direction you wish to take it! To land simply ease back on the power switch and the VrRoom Zoom will come in for a gentle landing! Once the plane is on the ground reduce the power control to the OFF position to stop the aircraft. Remember to turn your VrRoom Zoom aircraft OFF when you are finished flying. If the VrRoom Zoom is about to crash into an obstruction - Always reduce power to minimize impact.

REPAIR AND MAINTENANCE OF THE VrROOM ZOOM

The VrRoom Zoom is made of super strong and light weight space age materials. Care should always be taken however to avoid damage. The plane comes with an extra set of wings which can be used to replace the original wing in case of breakage. You can repair damaged or torn wings with tape in most instances. Make sure the wing is in the proper position and place a small amount of tape over a tear or break.



FLYING CONDITIONS

The VrRoom Zoom is an indoor airplane. It is very light, almost like a feather and should not be flown out doors unless there is **ZERO** wind. Care should also be taken to avoid flying it near fans and air conditioner vents. Any air turbulence will affect the VrRoom Zoom.

If you have any problems with the VrRoom Zoom DO NOT RETURN TO STORE.

For technical assistance or queries please contact our specialist at our website www.vrroomzoom.com

For warranty queries or replacement parts please call us at 1800 992-0641 for USA, (44) 01928 734625 for Europe.

TROUBLE SHOOTING:

PROBLEMS	SOLUTIONS	Aircraft is Off, turn aircraft ON.	Aircraft is out of range, move closer.	The aircraft battery is low. Recharge the battery (see Charging section).	Control batteries are exhausted. Replace with new Alkaline batteries.	Turn aircraft OFF then ON again.	Aircraft wing maybe damaged or not properly installed. (see Repair section).	Move charger base switch OFF and ON a few times to initiate charge.	The aircraft battery is already fully charged.	The aircraft is not properly seated on the charging base. (see Charging section).	Charging base batteries are exhausted. Replace with new Alkaline batteries.
Propeller does not start.		X	X	X	X						
Plane does not respond to the control		X	X	X		X					
Plane flight is slow				X			X				
Plane doesn't stay in air after takeoff.			X	X	X		X				
Plane moves but can't takeoff			X	X			X				
Plane is not charging								X	X	X	X