

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 bulging.

TROUBLESHOOTING

PROBLEM	CAUSE	SOLUTION
Quadcopter is unresponsive. The Transmitter Light keeps Flashing.	Transmitter is not syncing with quadcopter.	Repeat the power on process.
Quadcopter is unresponsive.	Transmitter and/or quadcopter. Dead powered ON.	Turn both transmitter and quadcopter OFF. Restart powered ON.
	Transmitter batteries are low/ not correctly.	Insert 4 batteries with the correct polarity.
	Transmitter batteries are drained.	Insert fresh batteries to the transmitter.
	Quadcopter's battery pack is drained.	Charge the quadcopter's battery pack.
Transmitter light is ON. Quadcopter is unresponsive.	Motor Make are damaged.	Replace the damaged motor make.
Quadcopter's rotors spins but doesn't take off.	Quadcopter's battery pack is drained.	Charge the quadcopter's battery pack.
	Quadcopter is not set to fly.	Place the quadcopter on a flat surface before attempting to take off.
Quadcopter is shaking when flying.	Motor makes are damaged.	Replace the damaged motor make.
Quadcopter moves while hovering without transmitter input.	Trim needs to be adjusted.	Adjust the trim.
Quadcopter will move forward after adjusting the trim.	Gyrocompass misaligned is off.	Turn off both transmitter and quadcopter. Recharge power in process and make sure you place the quadcopter on a flat surface before taking off.

WARNING

This device complies with Part 22 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 22 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 which, 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 your 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 which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

SPECIFICATIONS, COLORS AND CONTENT MAY VARY FROM ILLUSTRATIONS

CHOKING HAZARD—small parts. Not for children under 3 years.

Email:cs@akasotech.com

MADE IN CHINA

14+
FOR AGES 14 AND UP

AKASO®
INSTRUCTION MANUAL

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. Do not fly on or over people or animals. Always keep the quadcopter at least 10m away from people and animals. Do not fly the quadcopter over people in a safe distance away. Do not fly the quadcopter within the vicinity of a crowd. The spinning rotors may cause injury to the quadcopter come in contact with someone.

PREVENTING MOISTURE

Shield the quadcopter against water when it is being. 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 properly respond to control. 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 place or dispose 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 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. Lithium polymer poses higher operational risks compared to other battery packs. Do not attempt to fly the quadcopter when using this battery. Modifying and using devices not designed for this quadcopter may damage the battery. Do not use a charger other than the battery supplier's charger to avoid causing a fire or damaging the battery pack. Do not try to disassemble, open, touch or remove the battery. Make sure there are no metal materials close to the contacts of the battery. Do not charge the battery unattended. Do not charge the battery overnight. Over charging the battery may damage it, and it is not safe to use. Once 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. Heat and Styrofoam are very flammable. It is dangerous to operate the quadcopter near heat and fire. Do not operate. 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 in a flame resistant container when temperature environment.

2

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

Photo Control (these Pictures cannot be taken in Video Mode).
Video Record Control.

PREPARATIONS OF VIDEO RECORDING

Camera.
Insert the SD card into the recording unit.
Press the SD card tightly, then remove the card.

7

TRANSMITTER BATTERY INSTALLATION

First remove the screws 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 screws.

CAUTION:

- 1. Make sure the polarity of the batteries is correctly installed.
- 2. Do not mix old and new batteries.
- 3. Do not use different types of batteries.

6 AA Batteries (Not Included)

LCD INTERFACE AND SYNCING PROCEDURE

After installing the batteries, turn the transmitter switch to "ON". The power indicator light flashes and the signal icon "T" appears in the top left of the LCD screen, when there is no signal. After the transmitter successfully connects with the drone, the transmitter will beep twice and the signal icon changes to "4T". Push the Forward/Backward button to the left, the control stick in 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 LCD screen.

CHARGING THE QUADCOPTER

Insert the USB Battery into the USB Charger. The LED light will turn on. 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 cable. Then USB charger can be to the quadcopter battery pack. The LED light on the USB charger will turn on when the battery is fully charged.

Full charge will use 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.

4

BATTERY PACK SPECIFICATIONS

Battery Type	Battery Specification	Usage Duration	Charging Time
LiPo battery	3.7V 180mAh	About 8-10 mins	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.

Move Right/More Left

Turn Left

Turn Right

Forward/Backward

Turn Left/Turn Right

Turn Left

Turn Right

ADJUSTING THE TRIM

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

1. If the quadcopter is spinning to the left, push the TRIM LEFT button until the quadcopter stops spinning.

2. If the quadcopter is spinning to the right, push the TRIM RIGHT button until the quadcopter stops spinning.

3. If the quadcopter is moving forward, push the FORWARD TRIM button until the quadcopter stops moving forward.

4. If the quadcopter is moving backward, push the BACKWARD TRIM button until the quadcopter stops moving backward.

5. If the quadcopter is moving left, push the MOVE RIGHT TRIM button until the quadcopter stops moving left.

6. If the quadcopter is moving right, push the MOVE LEFT TRIM button until the quadcopter stops moving right.

QUADCOPTER FLIP STUNT

FLIP STUNT BUTTON

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

20% 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 stop approximately 1 foot. If you perform the Flip stunt while hovering then it will not off the ground, the quadcopter may crash and become damaged.

6

QUADCOPTER DIAGRAM

TRANSMITTER DIAGRAM

3