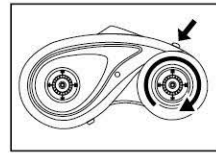


See the diagram. In Headless Mode, with diagonal indicators flashing, no matter which direction the head (white blade) faces, pull down the right rod and the flying object will fly back; on the contrary, push forth, it will fly away from the player.

7.2 Direction Calibration
When the flying object flies deflected from crash, it may need recalibration by placing it on the plane ground, keeping the head (white blades) pointing to the head of the controller, and press down the tuning button. The controller will beep and the indicator will flash. Turn the right rod a round clockwise.



Two of the red indicators on the flying objects shall light on from flashing, and then flash diagonally. The controller indicator will light on from flashing. The direction calibrated. The head of flying object will be the heading direction. Keep the flying object in the air and press down the left rod to exit the headless mode. How to restart the headless mode: keep the head (white blades) pointing to the head of the controller, then press down the left rod. Now the flying object points the heading way.

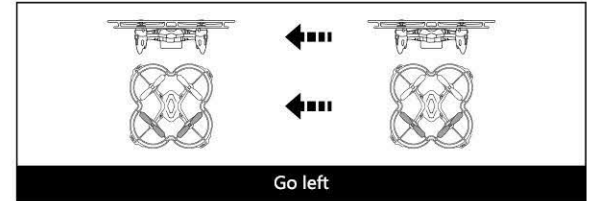
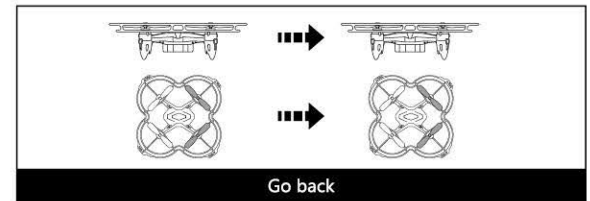
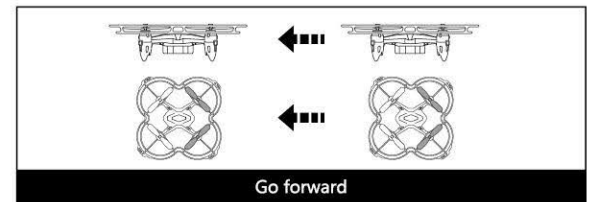
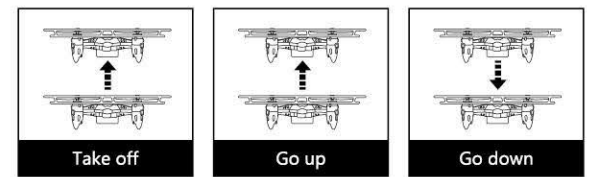
8 Voice Control

8.1 Start up

After pairing, speak "take off" to start up the flying object, with feeding back sound. The flying can be adjusted by operating the left rod manually. In voice mode, the flying object can be operated by voice command.
*For a good voice control, please avoid noisy conditions or talking with others.

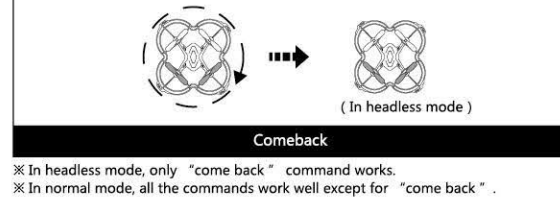
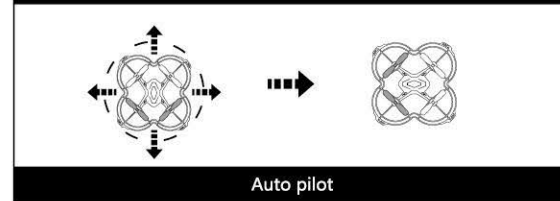
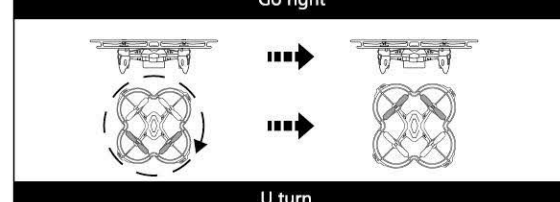
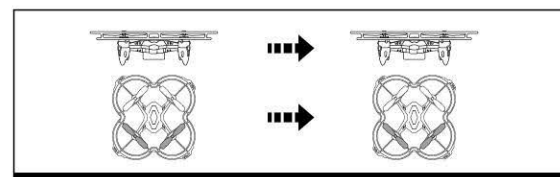
6

8.2 Command Introduction



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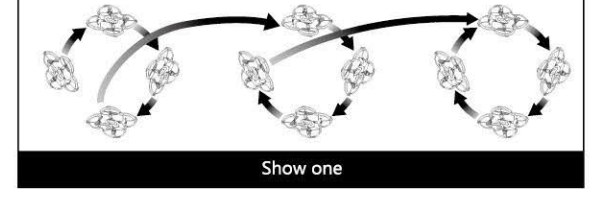
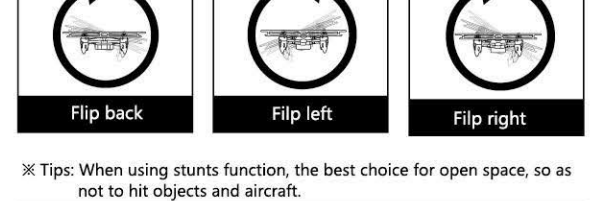
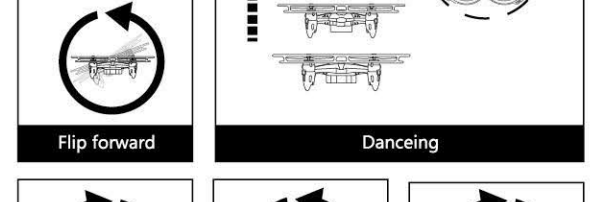
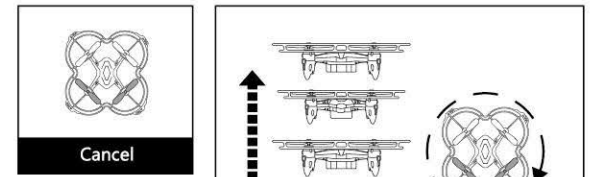
8.3 Command Introduction



8

* In headless mode, only "come back" command works.
* In normal mode, all the commands work well except for "come back".

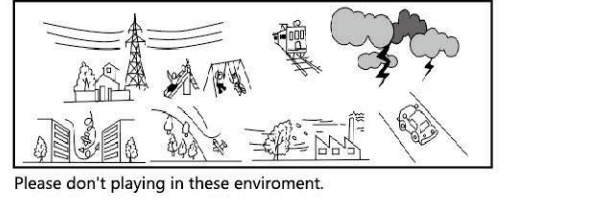
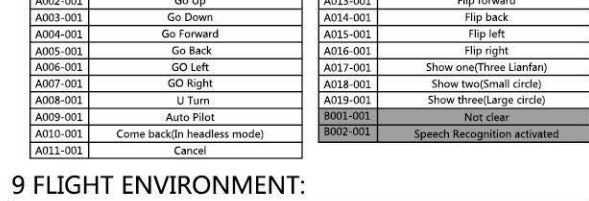
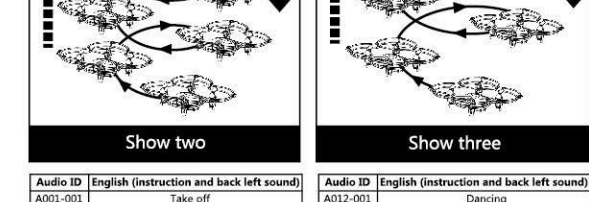
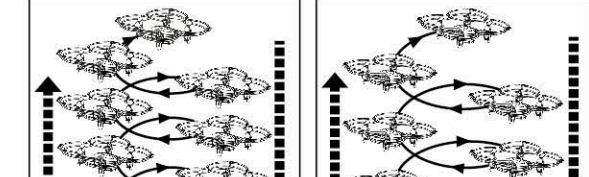
8.4 Command Introduction



9

* Tips: When using stunts function, the best choice for open space, so as not to hit objects and aircraft.

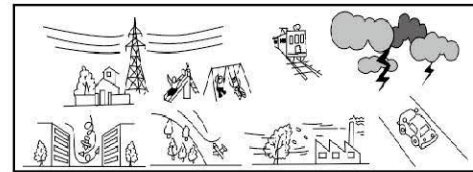
8.5 Command Introduction



10

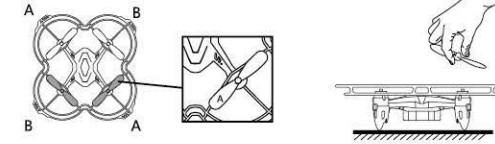
Please don't playing in these environment.

9 FLIGHT ENVIRONMENT:



10 MOUNTING BLADES

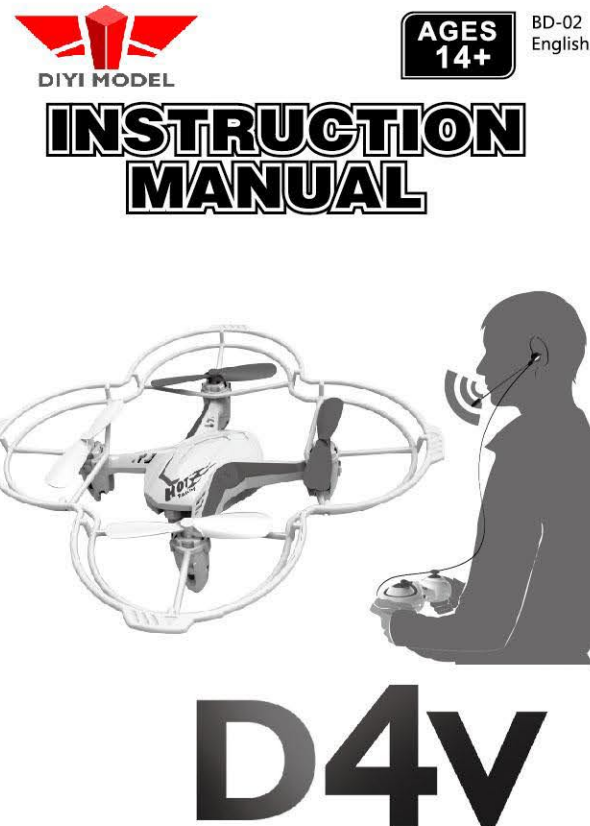
All the blades on the flying object are not the same. Please install each blades accordingly, blade A to motor A; blade B to motor B. Wrong installation may cause flying problems.



11 Trouble shooting

- 11.1 Problem: the controller doesn't work.
Trouble shooting: repairing the controller and the flying object.
- 11.2 Problem: the gyroscope doesn't work.
Trouble shooting: 1) replace the battery if low battery;
2) repairing;
3) keep the flying object on plane surface.
- 11.3 Problem: the flying object cannot rotate.
Trouble shooting: 1) press down the right rod into rotation mode;
2) charge if the batter is low.
- 11.4 Problem: the flying object shakes.
Trouble shooting: examine the motor, case, body and blades if in good mode.
- 11.5 Problem: the flying object cannot fly.
Trouble shooting: 1) check the blades if installed properly;
2) check the case if in good mode without loosening;
3) if the battery is low. The indicators will flash alternately in low battery.
- 11.6 Problem: deviation
Trouble shooting: to check 1) if blades in good mode;
2) motor base in good mode, well fixed.

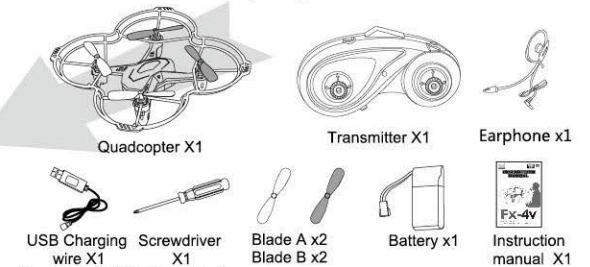
11



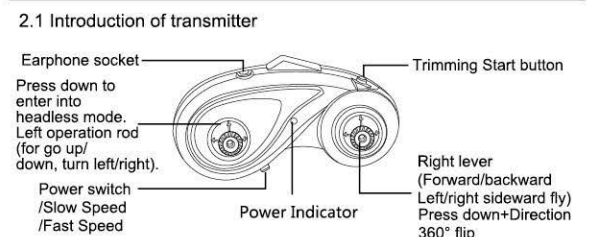
Voice Control
6-Axis Gyro System 2.4GHz 5Channel 360°Flips

1 PACKING LIST

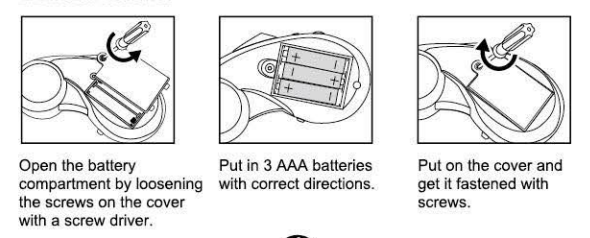
TIPS: White blades and head of quadcopter are same direction.



2 TRANSMITTER



2.2 Install Batteries



1

3 CHARGING LI-PO BATTERY

3.1 Plug USB terminal into a computer, a power charger, or a car USB port to charge the battery. Connect battery with charging cable. The red indicator is light on when the battery is charging; the red indicator will light off when charging finishes. The charging time is 60-80 minutes. Flight time more than 5 minutes.



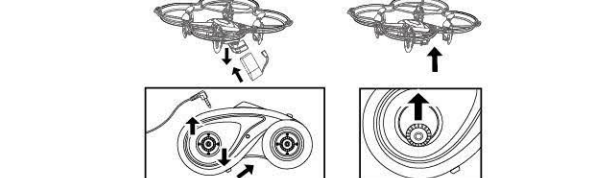
4 Operation Instructions

The flying object has advantages as below:

- Manual mode
- Multimode (combination of voice control and manual control)

4.1 Booting

- 4.1.1 ① Open the battery tank to put the battery in, switch power on, the four LED indicators will flash, and close the tank cover.
- ② Plug the earphone into the MIC socket on the controller. Switch power on, and the controller will beep twice; there is a warning tone in the earphone; the indicators flash; and the red LED indicators on the flying objects will flash.
- ③ Push the left rod/power rod to top limit, and the controller will beep one time, with the indicator on the controller and two indicators on the flying object will flash; pull the left rod to bottom limit, and the controller will beep one time, with the indicator on the controller and the four indicators on the flying object will light on. Pairing finishes.



- 4.1.2 After pairing, push the left rod to fly the flying object. Also voice control is accepted by speaking "take off".

2

4.2 Calibration

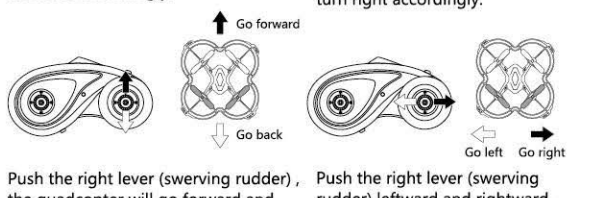
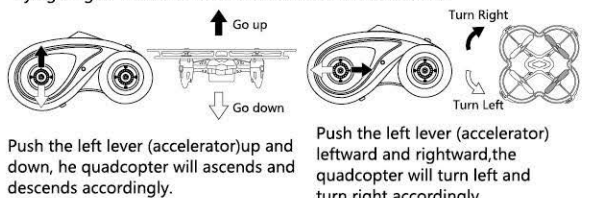
Turn on the controller, and pair it to the flying object, put the flying object on the plane ground, and turn the right rod a round clockwise. Two of the red indicators on the flying objects shall flash, which tells the gyro standby ready for scanning and positioning. The indicators will stop flashing upon calibration. Please refer to the diagram.

Remarks: before flying, the object shall be put on the plane ground to calibrate to make sure it flies steadily.
The pairing procedure can be used to repairing if the flying object goes off tracking.

5 OPERATING AND CONTROL

5.1 Operating Instructions

The operation is sensitive. It may take some time to learn how to operate. Please operate slowly and slightly at the beginning. If the flying object goes down slightly, the player can slightly push the left rod to adjust the flying height. DO NOT PUSH THE POWER ROD SHARPLY.



- Push the right lever (swerving rudder), the quadcopter will go forward and backward accordingly. (The white blade is the forward direction)
- Push the right lever (swerving rudder) leftward and rightward, the quadcopter will go leftward and rightward accordingly.

3

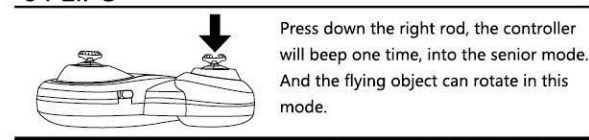
5.2 Micro tuning

Press down the button of micro tuning to enter into micro tuning mode.

- * If the flying object deviates forwards, the right rod shall pull backwards. The indicator on the controller and the rear indicators on the flying object will flash.
- * If the flying object deviates backwards, the right rod shall push forwards. The indicator on the controller and the front indicators on the flying object will flash.
- * If the flying object deviates leftwards, the right rod shall push rightwards. The indicator on the controller and the right indicators on the flying object will flash.
- * If the flying object deviates rightwards, the right rod shall push leftwards. The indicator on the controller and the left indicators on the flying object will flash.

In the micro tuning, Slide the operating rod gap or toggle operation lever and hold to adjust the flying object's status. After micro tuning, press down the micro tuning button again to exit.
Note: in the micro tuning mode, without operation for 3 seconds, the micro tuning will exit.

6 FLIPS



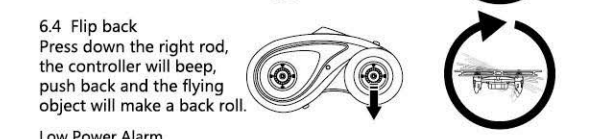
In order to get good rolling performance, it is recommended to keep 1.2 meter height between four axes and the ground in flying up. It will easy the rolling and keep it steady and a certain height after rolling.

- 6.1 Flip left
Press down the right rod, the controller will beep, push left and the flying object will make a left roll.
- 6.2 Flip right
Press down the right rod, the controller will beep, push right and the flying object will make a right roll.

4

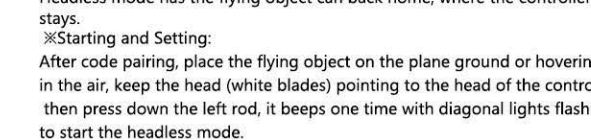
6.3 Flip forward

Press down the right rod, the controller will beep, push forth and the flying object will make a forth roll.



6.4 Flip back

Press down the right rod, the controller will beep, push back and the flying object will make a back roll.



Low Power Alarm
When the four indicators on the flying object flash together, it tells low power, and the rolling function will shut down automatically and it goes into normal mode.

7. Headless Mode

- 7.1 Headless Mode Shift
Headless mode has the flying object can back home, where the controller stays.
* Starting and Setting:
After code pairing, place the flying object on the plane ground or hovering in the air, keep the head (white blades) pointing to the head of the controller, then press down the left rod, it beeps one time with diagonal lights flashing, to start the headless mode.
* Out of Headless Mode: press down the left rod to exit out of Headless Mode. The controller will beep and all the four indicators on the flying object will light on.

5