

AGES 14+

# INSTRUCTION MANUAL

## 4CH 2.4G REMOTE CONTROL FLYING CAR



### Main characteristics

- Four-axis structure is applied, which makes the flying car more flexible and rapid when flying. It has the characteristics of wind-resistant and can be flown indoors or outdoors.
  - Car and aircraft are integrated as one, which only can fly but also move on the land.
  - Built-in 6-axis gyroscope for precise hovering in the sky.
  - Modular design structure is applied, more simple for assembly and convenient for maintenance.
  - 360-degree flips & rolls function.
  - Added Headless functions, enables the flying car to be recalled back with ease.
- The materials and specification mentioned in this instruction manual or the parts inside this package is for reference only. Our company won't be responsible for any adaption of the outer package. Nor shall we keep our customer informed with any information updates or changes in advance.

### SAFETY REGULATIONS

1. Please keep the small parts of the flying car in the place where children can't reach, so as to avoid accidents.
2. Since the flying car is very powerful, please slowly push up the left variable-speed joystick in the first flight in case of collisions caused by the rapid ascent of the flying car.
3. After the flight, please turn off the transmitter before turn off the flying car.
4. Please do not place the battery in high temperature conditions (such as fire or around electric heating apparatus).
5. Ensure that the flying car is at a distance of 2 to 3 meters from the player or other people in order to prevent the flying car hitting on People's head, face or body, etc. while landing.
6. When children are operating the flying car, it should be guided by adults and making sure that the flying car is playing within the sight of operator (or instructor), thus would be easy to control.
7. Non-rechargeable battery can't charge. When installing or changing battery, please pay attention to the polarity. Don't mix new batteries with old ones or mix different types of batteries.
8. Turn off the transmitter and the flying car, and take out the batteries when finish flight.
9. The power supply should not short-circuit.

### MAINTENANCE

1. Use clean soft cloth to clean this product frequently.
2. Avoid from exposure or heating in the sun.
3. Don't put the toy in the water. Otherwise, it'll damage electronic parts.
4. Please check the plug and other accessories at regular intervals. If there is any damage, please stop using it immediately until it is repaired completely.

### CONTENTS

Product included following contents:

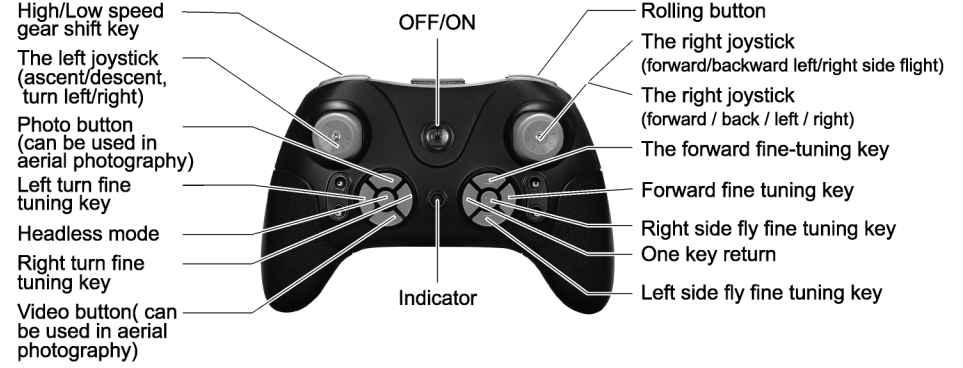
- Flying car
- 2.4G remote controller
- USB charging wire
- Instruction manual
- Blade
- Screwdriver



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### GET TO KNOW YOUR TRANSMITTER

#### INTRODUCTION OF TRANSMITTER:

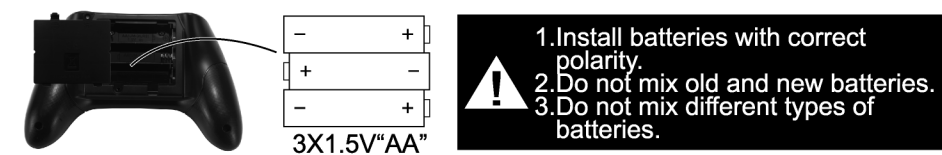


NOTE: The right joystick (forward / back / left / right) Speed function only land travel mode

#### KEY POINTS IN FLIGHT

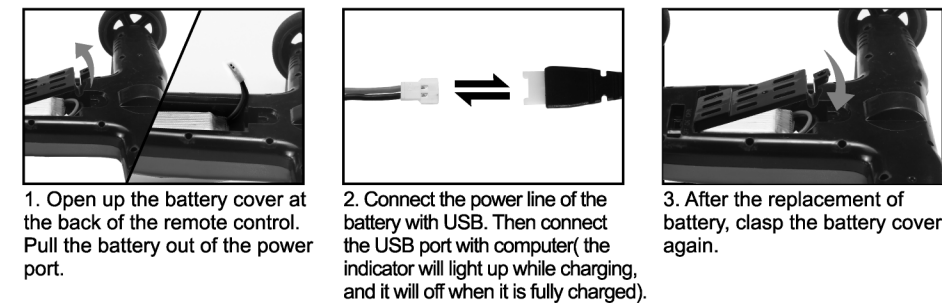
1. When flying under the headless mode, the antenna of remote control must be pointed to the flying car. When the flying car is moving, the remote control should move synchronously.
2. When the indicator light of the flying car is flashing, that means low battery, please return and land as soon as possible.

#### THE BATTERY INSTALLATION METHOD OF THE REMOTE CONTROL



Battery installation of remote controller: Open the battery cover on the back of the controller, according to the polarity instruction on the battery box, loaded 3 AAA alkaline batteries correctly! (Batteries are not included).

#### BATTERY REPLACEMENT AND CHARGING METHOD OF FLYING CAR

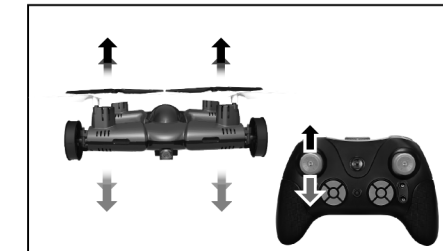


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### THE OPERATION ILLUSTRATION OF FLYING CAR

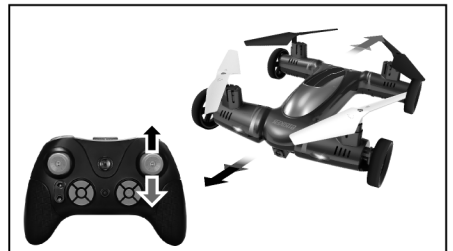
#### OPERATION APPROACH

##### ASCENT/DESCEND



Push the left joystick(throttle) up/down, the flying car will ascend/descend.

##### FORWARD/BACKWARD



Push the right joystick(rudder) up/down, the flying car will move forward/backward.

##### TURN TO THE LEFT/RIGHT



Push the left joystick(throttle) to the left/right, the flying car will turn to left/right.

##### SIDE FLIGHT



Push the right joystick(rudder) to the left/right, the flying car will fly sideward to the left/right.

#### FINE-TUNING OPERATION

##### FORWARD/BACKWARD FINE-TUNING



If the flying car fly forward/backward automatically while hovering, you can push the forward/backward fine tuning button accordingly to correct the error.

##### SIDE FLIGHT FINE-TUNING



If the flying car fly to the left / right side automatically while hovering, you can push the left/right side flight fine tuning button accordingly to correct the error.

##### TURN LEFT/RIGHT FINE-TUNING



If the flying car turn to the left / right automatically while hovering, you can push the left/right fine tuning button accordingly to correct the error.

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### THE PREPARATION BEFORE FLIGHT

Please make sure that the antenna of the remote controller points to the tail indicator light of the four-axis flying car accurately, and be in one straight line when ready to take off.

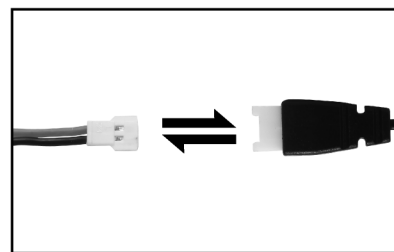


### THE FUNCTION INTRODUCTION OF FLYING CAR

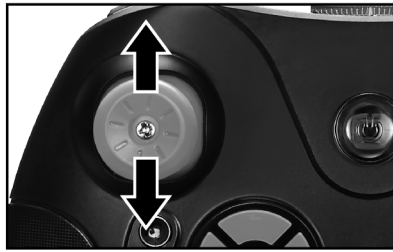
1. **LOW-VOLTAGE PROTECTION:** When the battery capacity is low, the control system of flying car will protect the battery by cutting off the power supply of the rotor wings. The flying car should be recharged to fly again after low-voltage protection.
2. **RESET FUNCTION:** When flight disorder or side flight occurs, you can restore factory settings by operating as follows



① Turn on the remote controller



② After loaded the battery to flying car, please connect the connecting lines and then pull the switch of flying car to "NO".



③ Place the flying car on a level surface, push the throttle joystick to the highest point and then pull back to the lowest point when the indicator light of the flying car becomes slowly flashing from quickly flashing. Then the indicator light of flying car would become normally on from slowly flashing.



④ Place the flying car on a level surface, push the left joystick to the lower right corner, then push the right joystick to the lower right corner for 2 to 3 seconds, the indicator light of the flying car would become flashing quickly from normally on. Then it would become normally on again for another 2 to 3 seconds, that means the reset has succeeded.

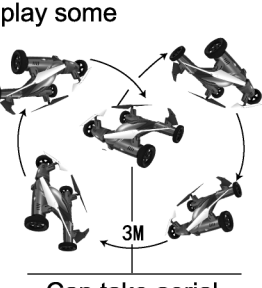
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### 3. INSTRUCTIONS OF THE THROWING MOTION:

The adoption of six-axis gyro has greatly increase the playability of flying car. If you push the throttle joystick when you throw the flying car out or flip it upward, the flying car can hovering in air stably.

#### 4. 3D FLIPS AND ROLLS:

When the basic functions can be skillful operated, you can play some adventurous flips and rolls. Fly the flying car above the ground more than 3 meters, hovering, then push the rolling button on the controller. At this moment, when you can hear a beep from the controller, please push the left joystick to the highest point of forward/backward/ left/ right within 3 seconds, the flying car would flips forward/ backward/ leftward/ rightward. And it will recover to normal after 3 seconds.



Can take aerial photo while rolling

Note: When the battery is full charged, the rolling performance would be the best.

#### 5. HEADLESS MODE:

- When you cannot recognize which direction the flying car head to (the controller would ring continuously when the headless mode button is pressed), shift to headless mode, the flying car would take the position of the operator as its destination, so no matter which direction the flying car head to, you can recall the flying car easily. If you press the headless mode button again, the controller would ring several times, and then the headless mode is canceled.



#### 6. ONE KEY RETURN MODE

- Before start automatic return function, please start headless mode first, then the flying car can return automatically. If you start automatic return function without start headless mode first, the antenna of the controller should aim at the tail of flying car horizontally.
- When the flying car flies too far, you can start automatic return function by pressing one key return button, then the flying car would return safely. By pushing the right joystick or automatic return button, the automatic return will be canceled.
- When the flying car takes off, the antenna of the controller should aim at the tail of flying car horizontally. And only takes off when the indicator light of the flying car is normally on.

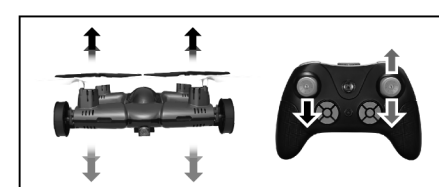


- ① Headless mode toggle key
- ② One key return function
- ③ Randomly push the right joystick to cancel automatic return

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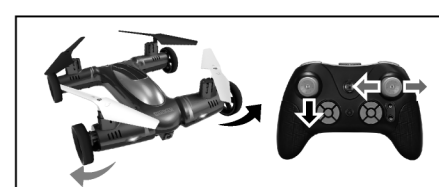
### TRANSITION BETWEEN LAND MODE AND FLIGHT MODE

#### FORWARD AND BACKWARD



When the flying car is on the land, operate the right joystick up or down, the flying car moves forward or backwards accordingly.

#### TURN LEFT AND RIGHT



When the flying car is on the land, operate the right joystick to left or right, the flying car turns left or right accordingly.

Note: when operating in land mode, please pull the left joystick to the end, or the land mode cannot be operated.

### MAINTENANCE PROCEDURE

Problems	Causes	Solutions
Flying car has no response	1. Flying car enters into low-voltage protection. 2. The controller is low battery, the power indicator is flashing. 3. The channel selection of flying car and controller is different.	1. Charge the flying car. 2. Change the battery of the controller. 3. Adjust the channel of the controller, make it consist with flying car.
The response of flying car is insensitive	1. The controller is low battery. 2. Interfered by other same frequency remote controllers' signal.	1. Replace the batteries. 2. Change to a place where won't be interfered.
Unbalanced flying of flying car	1. The fine tuning is unbalanced. 2. The flying car is not place in a level surface. 3. The horizontal check of flying car gyro is too fast.	1. Adjust the fine-tuning button of the remote control. 2. Place the flying car on a level surface. 3. Place the flying car on a level surface as soon as possible after turn it on.

#### AERIAL SHOOTING FUNCTION (THIS IS A SPECIAL FUNCTION, THAT PRODUCTS WITHOUT CAMERA DON'T HAVE THIS FUNCTION)

1. Operation approach: Turn on the flying car, the red light on the camera will flash and then off, and the blue/green light will be always on which indicates that the camera is working normally. When the red and blue/green light on the camera board flashing in turn, that means there is no SD card in the camera.

2. The function introduction of photo-taking and video-recording:  
Photo function: When the camera is working, the controller would beep once if you press the "photo" button, then the red light on the camera would flash once, which means the photo-taking has completed.

Video function: When the camera is working, the controller would beep twice if you press the "video" button, then the right light on the camera would flash continuously which means it is videoing. Press the "video" button again, the red light would turn to normally on blue/green light, that means the videoing has stopped.



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### FCC Statement

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.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

### RF Exposure Information

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.