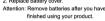


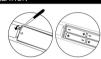
HOVER BALL Charging Port

CONTROLLER

CONTROLLER BATTERY INSTALLATION

- 1. Unscrew to open battery cover, insert 4 x 1.5V AA battery.
- 2. Replace battery cover.





Requires 4 × 1.5V AA battery (not included)

LITHIUM BATTERY CHARGE INFORMATION

Attention: Do not charge battery immediately after each play, let the battery cool down for a while. 1. Turn off the hover ball.

- 2. Pull the charging cable from the back of the controller and plug it into the hover ball as diagram shown.
- 3. The indicator light of the hover ball will lights up when it has started charging.
- 4. Once the indicator light extinguishes, the hover ball is fully charged. Unplug the charging cable from the hover
- 5. Charging time: approximately 30 minutes.
- 6. Play time: approximately 5-7 minutes.



HOW TO USE

Before use, please ensure an adult has installed the battery correctly using the instructions shown in this instruction manual.

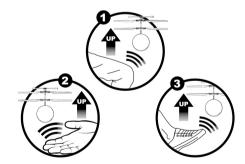
- 1. Turn ON/OFF switch on the bottom of hover ball. The ball will light up to indicate that it is
- 2. Hold the ball carefully in the palm of your hand, and press the button on the remote control to start the flight.



NOTE: Please do not attempt to hit the hover ball with the paddle or remote control. The hover ball will switch off when the batteries are low. Only use the remote control included in this pack to re-charge the hover ball. Press the remote control button for Auto-flight and paddle control. Press again for Auto-shut down.



Use your hands, feet or leg for a unique remote control game experience!



TROUBLESHOOTING

Problem	Cause	Correction
Propeller can't move	ON/OFF switch is off Weak battery	Set switch to on Re-charge the hover ball
Suddenly stops and drops when flying	Weak power	Re-charge the hover ball
Loss of control	 Affected by strong lighting 	 Change to another environmen to avoid direct lighting
Copter hits hand before moving away	Weak power	Re-charge hover ball
Copter does not move up in a straight line	Air turbulence in room	 Turn off air conditioner or shut window/door

MARNING

- Please follow the instructions for correct installation and use. Some parts require assembly by an adult,
- The product contains small parts and is a choking hazard.

 Do not touch the hot motor and batteries.
- Do not touch working propellers.
 Do not fly towards yourself or other people
- · Adult supervision is required.
- Non rechargeable batteries are not rechargeable
- . Charging of the rechargeable battery should be done by an adult.
- Do not mix old and new batteries or batteries of different types
 Do not short circuit the battery or put the battery in fire.
- Do not leave the toy unattended while charging it.
 When the battery is low, please recharge hover ball.
- . Charge the toy on non-flammable surface and keep it away from flammable items. Turn the charger off when the toy's battery is charged and always unplug it from the toy.
- . If the toy has been damaged, immediately stop use, unplug, and safely move the toy away from flammable
- Follow the manufacturer's instructions for charging the toy. Do not charge longer than recommended. Do not use the product for a long time. Remove the battery when not in use.

 To avoid injury, do not touch the rotating parts.
- . Do not impact or drop the hover ball or remote control
- Please use a clean soft cloth to clean the product.
- The user has the responsibility to ensure that the product will not cause harm to themselves or others. The manufacturers and dealers do not bear any responsibility for injuries or damage to property caused
- by improper use. The packaging and instructions contain important information of products, please keep for future reference.
 Only fly during the day and keep your hover ball within visual line-of-sight. This means being able to
- see the hover ball with your own eyes (rather than through a device) at all times.
- Do not fly your hover ball higher than 120 metres (400ft) above the ground.
 Keep your hover ball at least 30 metres away from other people.
- Do not fly your hover ball over or near an area affecting public safety or where emergency operations are underway (without prior approval). This could include situations such as a car crash, police operations, a fire and associated firefighting efforts and search and rescue.
- Only fly one hover ball at a time.
- Do not fly over or above people. This could include beaches, parks, events, or sport ovals where there is a game in progress.

 • Keep at least 5.5km away from controlled aerodromes if your drone weighs more than 100g. Flying
- within 5.5km of a non-controlled aerodrome or hover ball landing site (HLS) is possible, but only if no manned aircraft are operating to or from the aerodrome. If you become aware of manned aircraft operating to or from the aerodrome/HLS, you must manoeuvre away from the aircraft and land as soon
- . Do not operate your hover ball in a way that creates a hazard to another aircraft, person or property.