

BATTERY WARNINGS

RECHARGEABLE BATTERY:

This UFO uses an internal Li-Poly rechargeable battery and is not replaceable. If the battery no longer stays charged, dispose of it properly according to local disposal requirements.

CAUTION: If the rechargeable battery leaks fluid, avoid contact with eyes and dispose of the UFO.

CONTROLLER BATTERIES:

The remote control requires 6 “AAA” batteries (not included). Please read the important battery safety warnings below.

- Do not mix alkaline, standard (carbon-zinc), and rechargeable batteries (Nickel Metal Hydride).
- Do not mix old and new batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the item before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries should be removed immediately and must be recycled or disposed of properly according to state or local government ordinances and regulations.
- The supply terminals are not to be short-circuited.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity (see inside booklet for diagram).
- Do not dispose batteries in a fire; batteries may leak or explode.

CARE AND MAINTENANCE

- Always remove the batteries from the remote control when it is not being used for an extended period of time.
- To clean, gently wipe the remote control and UFO with a clean damp cloth.
- Keep the toy away from direct heat or sunlight.
- Do not submerge the toy into water. This can damage the unit beyond repair.
- Parental guidance is recommended when installing or replacing the batteries.
- Only use the remote control included with this UFO to charge the Lithium Polymer battery installed in the helicopter.
- **IMPORTANT SAFETY INFORMATION:** Keep your UFO away from face and eyes. Keep fingers away from moving rotors when power is turned on.

FCC Part 15 B Notice

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 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 experienced radio/TV technician for help.

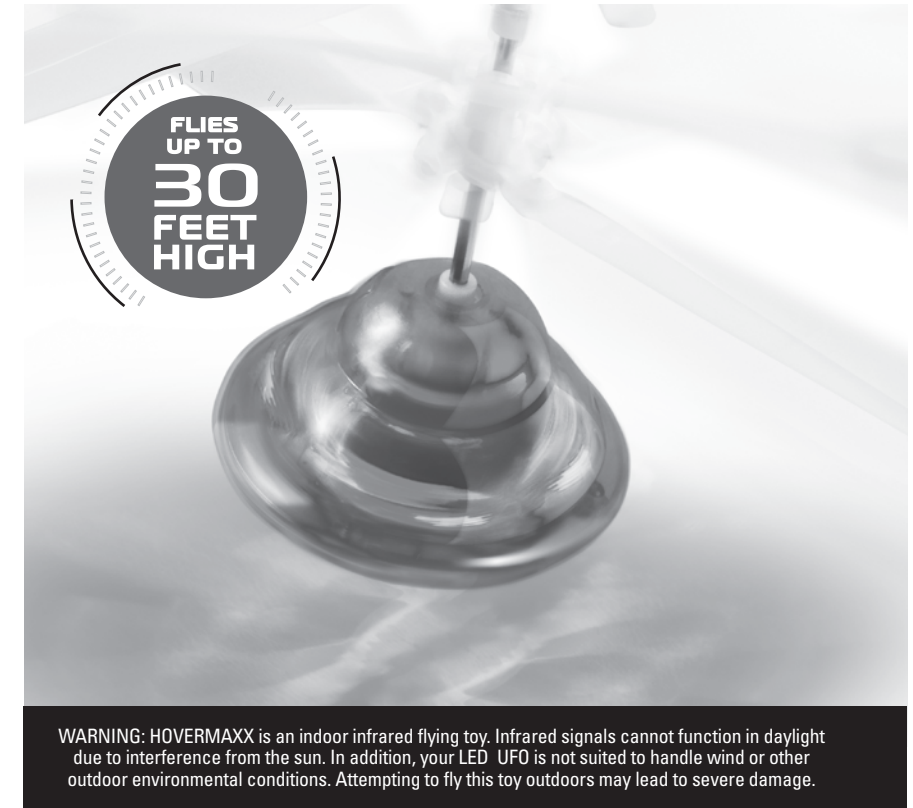
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions :

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

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 Conforms to safety requirements ASTM, CPSIA and FCC.
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HOVERMAXX
 LED Remote Control UFO

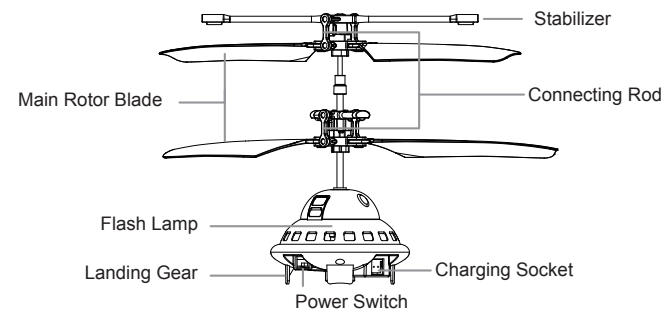


USER MANUAL

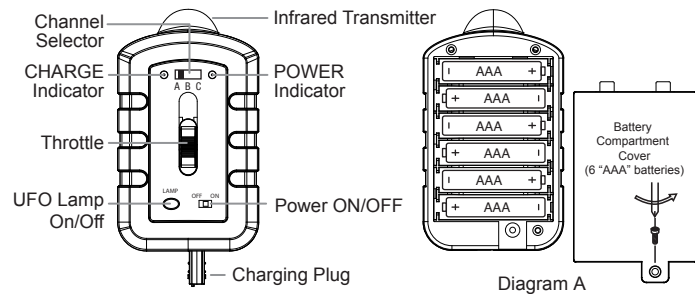
Please read this user manual as it contains valuable information on how to properly fly and care for your HOVERMAXX.

Product may vary slightly from photograph.

UFO DIAGRAM



REMOTE DIAGRAM



INSTALLING THE BATTERIES

1. Use a screwdriver to remove the battery compartment cover from the back of the remote control.
2. Install 6 "AAA" alkaline batteries (see diagram A).
3. Replace the battery compartment cover and tighten the screw.

CHARGING THE UFO

1. Make sure the UFO power switch is set to the OFF position.
2. Connect the charging plug on the remote control to the charging socket on the UFO (see diagram B).

NOTE: THE CHARGING PLUG FITS INTO THE CHARGING SOCKET ONLY WAY. DO NOT FORCE THE UFO ONTO THE REMOTE CONTROL. PLACE THE REMOTE CONTROL ON ITS SIDE. (see diagram B for proper positioning).

3. Turn on the remote control (see diagram C). Both POWER and CHARGE indicators light to indicate charging status.
4. When the CHARGE indicator is off, charging is completed. Unplug the UFO. Average charging time is 20 - 35 minutes.
5. A full charge takes 20-35 minutes. When fully charged, the UFO can fly 5-7 minutes.

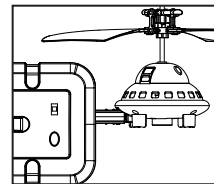


Diagram B

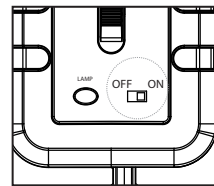


Diagram C

PREPARATION

- Verify that there are 6 "AAA" batteries inside the infrared remote control unit (see diagram A) and the UFO has been fully charged.
- Make sure your UFO is turned on.
- Make sure the room has no obstacles and a high ceiling.

INFRARED MULTI-CHANNEL CONTROL SYSTEM

Your HOVERMAXX™ UFO utilizes an automatic multi-channel selection system that allows up to 3 people to fly side-by-side in the same range.

FOR ONE PERSON PLAY:

1. Before starting, make sure that both controller and UFO are powered off.
2. Switch the channel selector to select a channel (see diagram A).
3. Place the UFO on a table or hold it in your hand. Make sure your hands and body are away from the rotor blades.
4. Turn on the UFO and remote control. Slowly push the throttle upward to pair the UFO and the remote control. When the rotor blades spins, pairing is completed. You can start to play.
5. If you turn your UFO off or the battery runs out, you will need to do the pairing again.

FOR TWO- OR THREE-PERSON PLAY:

1. Before starting, make sure that all UFOs and controllers are powered off.
2. Each player must select a different flight channel (A, B or C) on his/her own controller. If more than one person is on the same flight channel, there will be interference.
3. Only one person should pair his/her UFO at a time by following steps 3 thru 4 above.
4. When a player's UFO is paired and working it should be left on while the next players pair their UFOs in turn.
5. If you turn your UFO off or the battery runs out, you will need to do the pairing again.

FLYING YOUR UFO

TAKING OFF: Launch from your hand or from a flat smooth level surface. See Diagram D below:

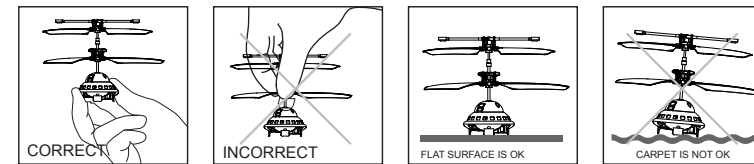
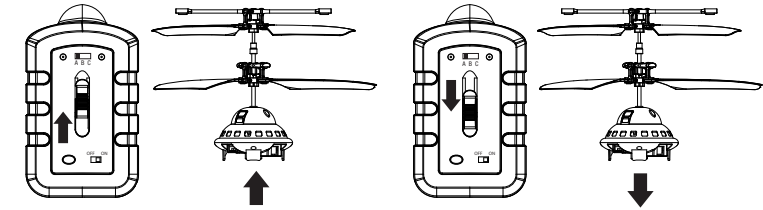


Diagram D

HOVERING YOUR UFO: Start to fly your UFO by slowly and consistently pushing the throttle upward. Your UFO will climb. Slowly pushing the throttle down with your thumb will cause your UFO to descend. Practice hovering in the center of the room by making small adjustments on your throttle.



Move the throttle control up to increase the speed of the main rotor blade and the UFO will climb.

Move the throttle control down to decrease the speed of the main rotor and the UFO will descend.

IMPORTANT: YOUR UFO is extremely sensitive to throttle movements: When flying your UFO, always make slow, consistent movements up or down on the throttle. Try not to move the throttle up and down rapidly as this will cause the UFO to fly wildly and lose control.

LAMP BUTTON

Press the LAMP button on the controller to remotely switch the UFO lights on and off (please refer to remote control diagram).

TROUBLESHOOTING

PROBLEM	SOLUTION
UFO does not respond to controller	<ol style="list-style-type: none"> 1) Make sure the UFO is fully charged and the batteries in your controller are new. 2) Turn your controller and UFO off and on again to reset the connection between the two devices. 3) Make sure you are indoors, away from sunlight and bright indoor lighting. 4) Make sure there is nothing blocking the infrared transmitter on the controller and that you have not added decals or paint to the UFO body that can result in blocking signals.
UFO is flying erratically or can not "lift off"	<ol style="list-style-type: none"> 1) Make sure that the connecting rods are intact and not broken. Note: Find the two additional connecting rods and the instruction sheet for replacing a broken rod in the package. 2) Make sure there is no hair or carpet fibers stuck in the metal rotor shaft or gears. If you find hair carefully remove it with a tweezers. Never operate your UFO underwater. See care instructions.