

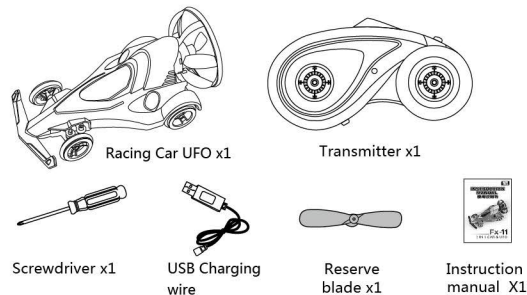
INSTRUCTION MANUAL

AGES
14+



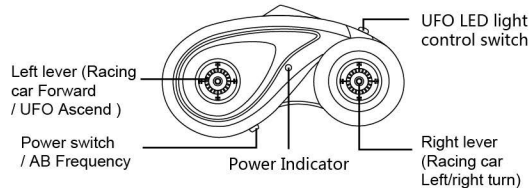
D11
2 IN 1 CAR & UFO

1 PACKING LIST

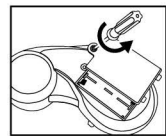


2 TRANSMITTER

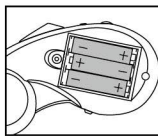
2.1 Introduction of transmitter



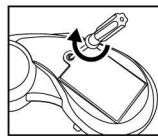
2.2 Install Batteries



Open the battery compartment by loosening the screws on the cover with a screw driver.



Put in 3 AAA batteries with correct directions.

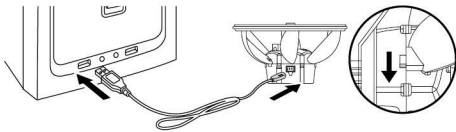


Put on the cover and get it fastened with screws.

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3 CHARGING LI-PO BATTERY

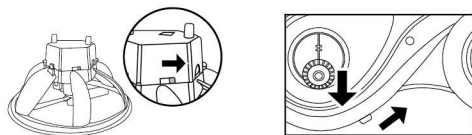
Shut down the power of UFO, connect the cable with UFO socket, USB terminal and plug, and then switch on. The red indicator lights on and it begins charging. The indicator goes off when the charging finishes. It may take 15-20 minutes to charge. The voltage of USB terminal 5 V±0.5V.



4 READY

4.1 Booting UFO

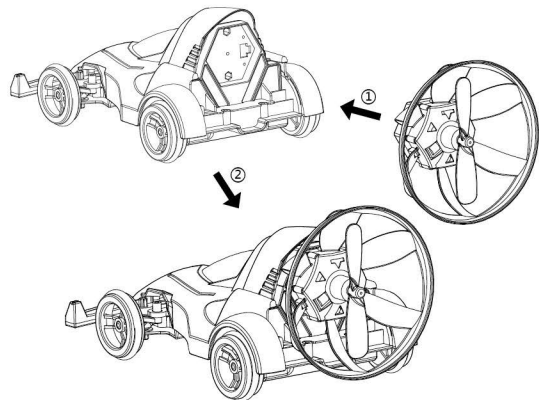
Switch on the UFO, the LED indicator flashes, place UFO on a plane surface, switch on the controller with the left rod at the bottom position, the indicator of the controller lights on, and UFO stands by for flying.



4.2 Racing Car Booting

- Switch on the UFO, and the indicators flash.
- Hold UFO with you fingers, put the outlet of UFO into the inlet of racing car.
- Switch on the controller, with the left rod at the bottom position, the indicator of the controller lights on, and the racing car stand by for racing.

2

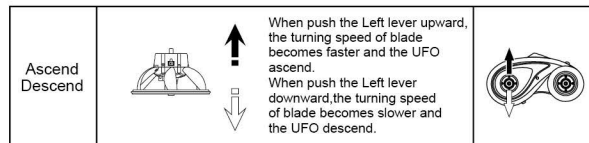


※On the contrary, the UFO and racing car can be disconnected.

5 OPERATING AND CONTROL

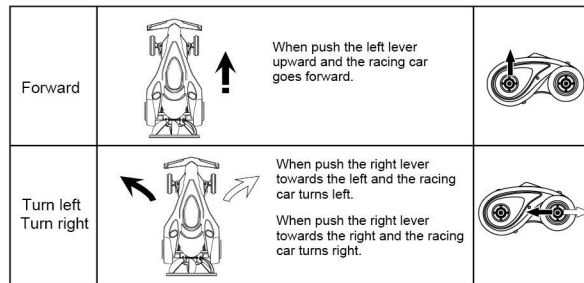
5.1 Operating Instructions

UFO mode



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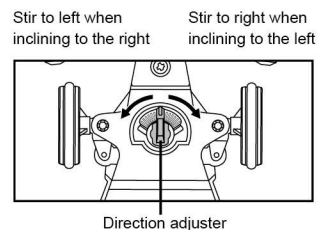
Racing Car mode



5.2 Trimming

Racing Car mode Direction adjustment

Adjust the front wheel adjusting needle in the front of the car, If the car inclines to the left in the process of driving forward, stir the adjusting needle to right; if the car inclines to the right, please stir the needle to left till it drives straight.



6.NOTICE

- Insufficient electricity power will shorter the control distance.
- Insufficient electricity power will lead to difficulties in taking off and ascending.
- The maximum range of Racing car/UFO is 10m (it may out of control once exceeded this range)
- Please repair the Racing car/UFO promptly when it is damaged.

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7.MAINTAINING

- Clean the helicopter with a wet cloth;
- Do not lay the helicopter in the sun directly;
- Do not put the helicopter into the water;
- Turn off the helicopter and remote controller when not in use;
- If you do not play it for a long time, please take out the batteries of remote controller.
- Check the plug and other parts regularly.

8.REPAIR PROCEDURE

Problem	Reason	Handling method
Blade can not spin	1.Power source is not turned on 2.Power of battery is insufficient	1.Switch on 2.Charge it or replace the battery of transmitter.
Racing car / UFO stops or falls	Power of battery is insufficient	Charge it or replace the battery of Racing car / UFO.
No any reaction for the Racing car / UFO	1.Select a wrong frequency (transmitter) 2.Another Racing car / UFO at the same time (with same frequency) 3.Lay it in the sun directly	1.Re-select a correct frequency 2.Operate the Racing car / UFO other places 3. Do not lay it in the sun
The Racing car does not drive straight	The front wheel adjuster is not been adjusted	If the car inclines to the left in the process of driving forward, stir the adjusting needle to right; if the car inclines to the right, please stir the needle to left till it drives straight.

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