

QUICK THUNDER HELICOPTER



WARNING:
CHOKER HAZARD-Small parts.
Not for children under 14 Years.

- Don't touch the running propeller
- Don't play above someone's head!
- Adult supervision is required!

1. IR helicopter introduction

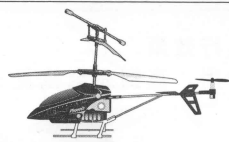
Thanks for purchasing our product. To help you operate the product more easily, we kindly recommend you to read the INSTRUCTION carefully before operating. Please keep this INSTRUCTION for future reference.

1. This product has high-stability.
2. Helicopter: 3.7V 120mA li-poly; remote: 6*1.5VAA battery
Helicopter could fly 6~9 minutes if fully-charged

2. Safety Precaution

1. Read the instruction carefully before operating. Strictly follow the INSTRUCTION when operating.
2. Keep the small elements of the product away from the kids, in case of CHOKING accident.
3. Do not put the batteries in heat (fire, electronic heating device, etc.)
4. Human being should be 1~2 meters away from the helicopter when it is flying. Make sure the helicopter doesn't hurt people's face, head or body.
5. Do not modify the product without reference, or else it will probably be out of order.
6. Keep your helicopter in your sight for easier control.
7. Parental guidance is highly recommended for the children's safety.

3. The product include



Helicopter



remote

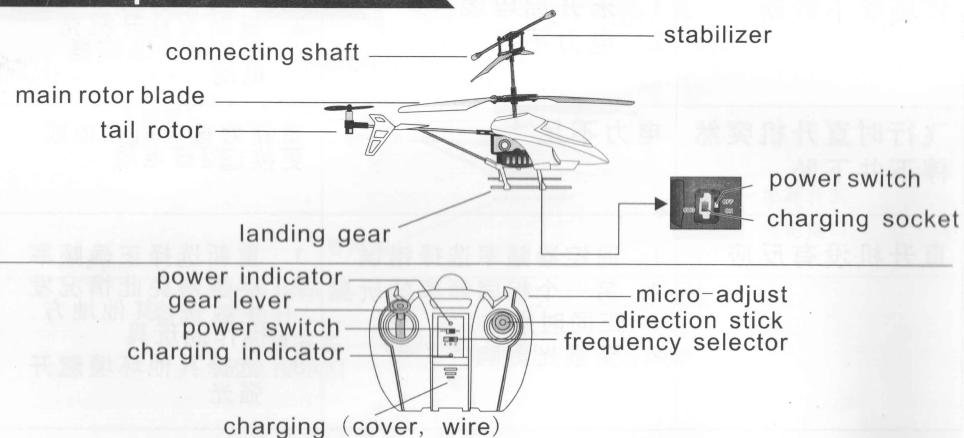


spare tail roter



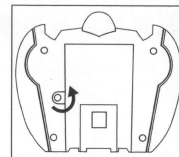
INTRODUCTION

4. Component elements

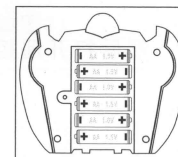


5. Install the remote batteries

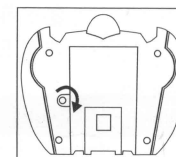
- 1) Use a screw driver to open the cover of the batteries (pic1)
- 2) Place 6 "AA" size batteries into the battery compartment. (pic2)
- 3) Tighten the screw (pic3)



Pic.1



Pic.2



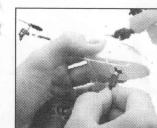
Pic.3

6. Charge the helicopter

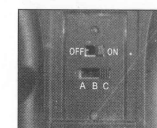
1. Slide the cover open, take out the charging wire. (pic 4)
 2. Turn off the power of the helicopter, press the male plug of the charging wire into the charging socket of the helicopter. (pic 5)
 3. When charging, the green LED lights up.
When charging is completed, the green LED goes out. (pic6)
- PAY ATTENTION:**
- 1) if there's no batteries in the remote, DO NOT plug the charging wire into the helicopter.
 - 2) When the charging is completed, DO NOT leave the helicopter keep charging for a long time.



Pic.4

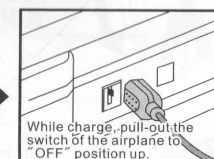
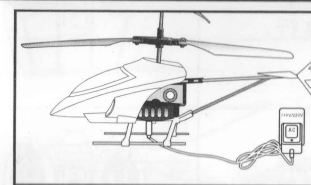


Pic.5



Pic.6

7. Charge the plane directly



charging more than 30 minutes flying for about five minutes or more

First turn off the helicopter's power, then connect the pin of adapter with the "CHA" charging faucet on the helicopter, finally plug the adapter into the power outlet. The LED turns red while charging, and the LED turns green after full-charged, full charge will take about 30 a minute.

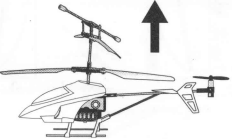

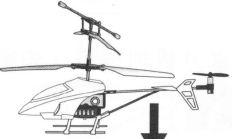


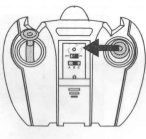

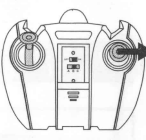
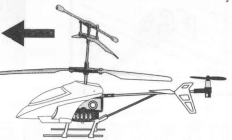
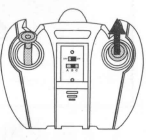
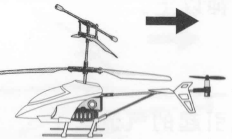
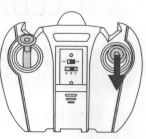
8. Flying environment

- 1) Indoors with smooth air current. Pay attention to the air current from air condition.
- 2) Wide area. Recommended size: 16.5*10*8(feet)
- 3) Place with few obstacles. A place with no electric fan, air condition, lamp or other dangerous objects is highly recommended
- 4) Do not fly your helicopter in a place with direct sunshine or strong lighting, or else it would affect the remote-control system.

9. Preparation

- 1) Set the frequency of the remote (A, B, C) as the same frequency of the helicopter.
- 2) Make sure the power switch of the remote is "off" before you turn on the helicopter.
- 3) Set the ON-OFF switch of the helicopter to ON, the light of the helicopter would start shining.
- 4) Place the helicopter on the ground with the head faces forward.
- 5) Make sure the gear lever points downwards (at the minimum position) and then switch on the power.

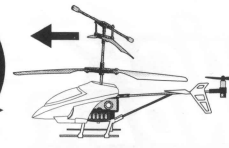
10. Flying control

Up		slowly pushing the gear lever up to raise the helicopter up	
Down		slowly pushing the gear lever down to fly it to a lower place	
Left		Slowly turn the direction stick to the left.	
Right		Slowly turn the direction stick to the right.	
Forward		slowly turn the direction stick forward.	
Backward		slowly turn the direction stick backward.	

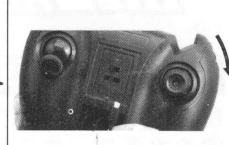
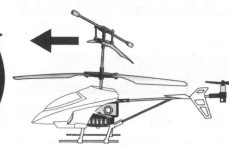
11. Extra tips for controlling

If the direction stick was not touched but the helicopter keep spinning, try to adjust as the picture shows:

1) If the helicopter keep spinning clockwise or keep turning towards the right, roll the "micro-adjust" towards the left, till it could fly straight forward.



2) If the helicopter keep spinning anticlockwise or keep turning towards the left, roll the "micro-adjust" towards the right, till it could fly straight forward.



12. Attention

- 1) If the battery power of the remote goes low, the control distance would be much shorter.
- 2) If the battery power of the helicopter goes low, the helicopter could not fly to a high position or even fly.
- 3) The remote-control-range is about 10 meters, if the helicopter flies out of this range, it may lost control.
- 4) repair immediately when the helicopter is damaged or out of shape. (eg. If the rotor is seriously broken, do not fly the product, or else it may cause some accident.)

13. Maintenance

1. Wipe the toy gently with clean damp cloth.
2. Do not insolation on sun and calefaction
3. Do not submerge the toy into the water.
4. Turn of the power of the remote and the helicopter when not in use.
5. Remove battery from the remote when not used for a long time.
6. New and alkaline batteries are recommended for the remote to obtain best and maximum performance.
7. Check the toy regularly; make sure the toy is in good shape.

14. Repair

STMPTOM	CAUSE	SOLUTION
Propeller can't move	1. ON/OFF swich is OFF 2. Run out of power	1. Turn the power on. 2. Recharge the helicopter or change the remote's batteries.
Suddenly stop and drop down when flying	Run out of	Recharge the helicopter
Helicopter does not react	1. wrong frequency selection 2. Another infrared control device is working with the same frequency 3. Affected by strong lighting	1. Set to the correct frequency 2. Avoid this kind of sifuation if possible, or choose another place to play. 3. Change to another place to avoid direct lighting.