

SPACE POWER™

Instruction Manual

Please read the instructions **carefully**.
SpacePower is for children **8+**.
Not suitable for children under 36 months.
Should be operated with adult supervision.
Please keep the instruction manual for future reference.

Contents



SpacePower



Infrared Controller



Three Spare Stabilizer Panels



Spare Propeller

Features

- Infrared Controlled and Flies Indoor
- Flies Forwards, Upwards, Downwards, Turns Left and Right
- Spinning and Hovering in the air
- Tricks: Fast Forward Rotational Launching at 45 degrees
- Control Distance: 16.5ft (5m)
- Digital Proportional Control
- Unique rotor-blade system for steadily launching

Battery Requirement

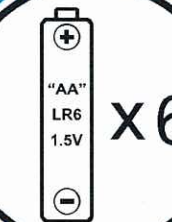


6 x size "AA" LR6 1.5V batteries for infrared controller.
(Note: For the best performance and longer play time, ALKALINE batteries are recommended. Batteries are not included in this package.)

BATTERY CONTACTS
Bent or dirty battery contacts may result in loss of power. Make sure the battery contact does not have any dust or rust, clean it if it has.

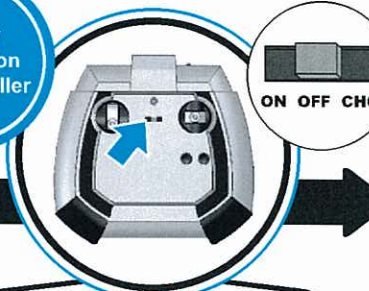
Preparations

Your SpacePower comes completely assembled. All you need to do is to insert batteries into the controller and charging the SpacePower.

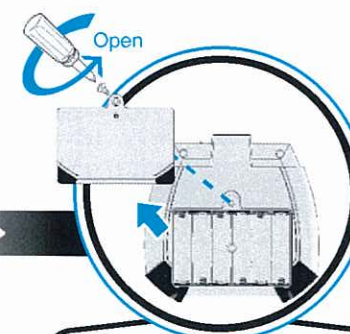


- Make sure new batteries are being used.

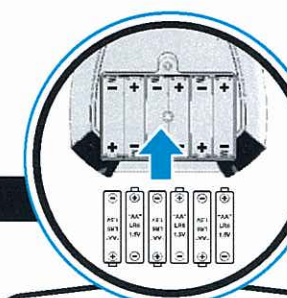
Battery Installation of Controller



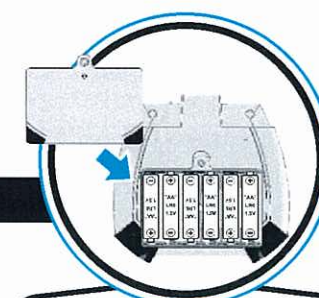
- Make sure the controller's power switch is in the "OFF" position before installing batteries.



- Remove the battery cover from the back of the controller with a Phillips screwdriver.

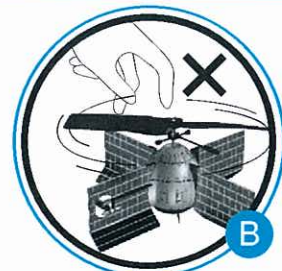
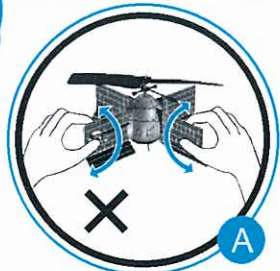


- Insert 6 x size "AA" LR6 1.5V batteries following the polarity markings on the battery compartment.



- Replace the battery cover and tighten the screw. Do NOT over tighten.

Caution

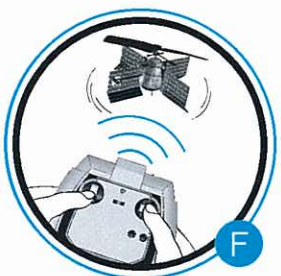
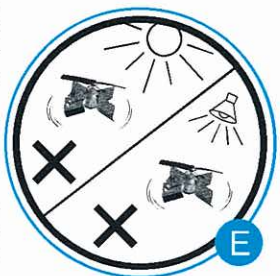


- 1) This toy is not intended for children under 3 years old.
- 2) Remove all packaging material before the toy is given to a child.
- 3) Adult supervision is recommended when SpacePower is being operated.
- 4) Do not play SpacePower near water, roads and stairs as there is a potential hazard and it will cause damage to the SpacePower.
- 5) Do not bend or pull out the stabilizer panels as this may affect the SpacePower's performance or cause damage. (Diagram 'A')
- 6) Do not put foreign objects or tie materials on the SpacePower, as it may affect its performance or cause damage to the SpacePower.
- 7) Never disassemble or attempt to modify the SpacePower. It may damage the SpacePower and cause danger.
- 8) Make sure the people surrounding know you are playing with SpacePower to avoid any unexpected accident.
- 9) If you are not going to play with SpacePower in a short period of time, remove all the batteries from the controller as they may leak damaging.
- 10) Never fly in a place cluttered, make sure the SpacePower lifts off an open area.
- 11) Never allow the SpacePower takes off any places besides the ground, e.g. table, chair etc. It causes the SpacePower to rise up and reach the ceiling rapidly which may cause damage to SpacePower.
- 12) Always keep an eye on the SpacePower to avoid crashing or landing on your head and body or other people. It may cause harm to people or damage the SpacePower.
- 13) Never place your hands or face near the propellers. (Diagram 'B')
- 14) Beware of any danger caused by sharp points or sharp edges.
- 15) Hold the bottom of SpacePower to avoid any danger by propeller. Do not hold the blade or the stabilizer panels only! (Diagram 'C')
- 16) Do not release the Power Lever rapidly while landing as it may cause a hard crash on the floor and damage the SpacePower. Always release the Power Lever SLIGHTLY for landing.
- 17) Do not catch the SpacePower while it is flying. (Diagram 'D')

Helpful Tips



1. The SpacePower is intended for indoor use only. It cannot work under sunlight or a blaze of light. (Diagram 'E')
2. Point your transmitter of controller directly to the infrared receiver of SpacePower for better control. (Diagram 'F')
3. If your SpacePower gets too far away, it will not work properly.
4. Do not use a damp cloth or immerse the SpacePower into water for cleansing; only use a dry cloth to clean.
5. The normal controlling distance is around 16.5ft (5m), it may be varied depending on the playing environments since the infrared signal is affected by lots of obstacles.
6. When the SpacePower starts to lose power, it may affect the functions or performance. It's time to refresh the batteries or recharge. Your SpacePower flying time may vary depending on your playing style and playing environments.
7. Always switch OFF the power when SpacePower is unattended or not in play.
8. Do not store the SpacePower and the controller near heat or in direct sunlight.
9. After a hard landing, you should reset your SpacePower. If you experience unusual operation of your SpacePower, you are able to check the regulation.



Battery Caution

The Batteries may leak damaging fluids that can cause a chemical burn injury or ruin your toy. To avoid battery leakage:

1. Always follow the instructions carefully.
2. Do not mix old and new batteries or batteries of different types.
3. Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
4. Use only batteries specified and insert it correctly by the ⊕ and ⊖ polarity markings.
5. Remove batteries when not in use. Always remove exhausted batteries from controller. Dispose batteries safely.
6. Non-rechargeable batteries are not to be recharged.
7. Battery installation should be done by an adult.
8. Never short-circuit the battery terminals.
9. Dispose of old batteries promptly and properly; do not burn or bury them.
10. Do not dispose of batteries in a fire, batteries may explode or leak.
11. Do not disassemble a battery as it may burst and release toxic liquids.
12. Bent or dirty battery contacts may result in loss of power.
13. Rechargeable batteries are only to be charged under adult supervision.

FCC RULES

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.

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.

Troubleshooting Guide

If you are experiencing difficulties with the SpacePower, besides calling our customer service hotline, please try to solve it by below solutions:

Problem	Solution
1 SpacePower is not responding to the controller.	a) The control distance is too far. Control the SpacePower less than 16.5ft (5m) Or b) The SpacePower is designed for indoor operation only. Do not play the SpacePower under sunlight or a blaze of light. Or c) The obstacles between the controller and the SpacePower could influence the infrared controlling signals. Point the infrared transmitter of controller directly to the infrared receiver of SpacePower for better control. Or d) The batteries of the controller or the SpacePower are exhausted. Replace new batteries to the controller or recharge the SpacePower.
2 SpacePower does not fly properly.	a) There maybe dusts or foreign objects entangling the propeller of SpacePower. Check it and make sure it is clean and free of restrictions to allow it to rotate correctly. Or b) The batteries of the controller or the SpacePower are exhausted. Replace new batteries to the controller or recharge the SpacePower. Or c) The SpacePower may be out of regulation after severe or multiple crashes, improper storage or change of temperature etc. SpacePower has to be resetted and regulated again.



Waste electrical products/batteries should not be disposed of with household waste. Separate disposal facilities exist, for your nearest facilities.

If there is any problem with SpacePower, please call our Customer Service Hotline: (852) 2793 1288.
Please try not to return goods to retail stores directly. For Enquiry: info@aok-ltd.com

Charging for SpacePower

Make sure you have installed new batteries in the controller.

• Set the SpacePower's power to the "OFF" position.

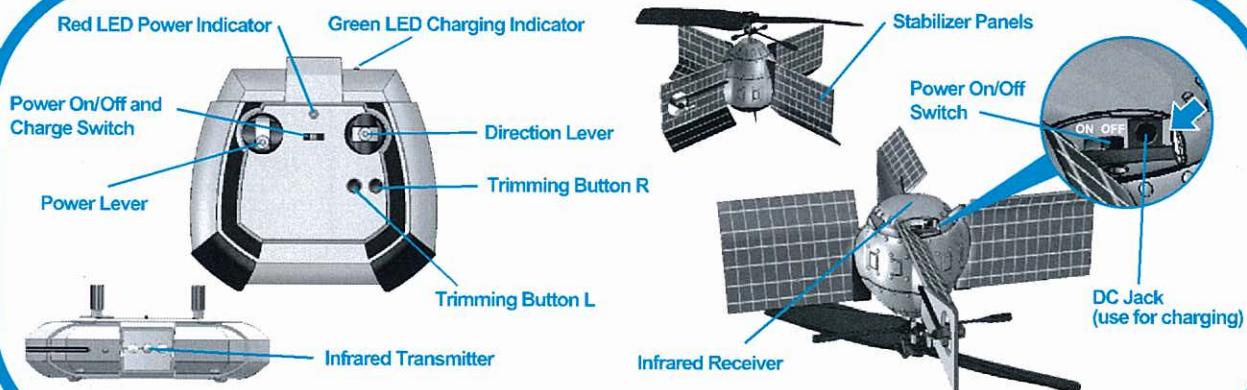
• Take out the cord in the side slot of the controller and plug it into the SpacePower.

• Set the switch of the controller to the "CHG" position.

• The green LED charging indicator on the controller will light up to indicate that the SpacePower is under charging. It will take about 10 minutes for fully charge. The charging indicator will turn off once completed.

• Unplug the cord and put it back into the slot of the controller.

SpacePower and Infrared Controller



Infrared Controller

SpacePower

How to Operate SpacePower

Power Check

Set the SpacePower's power switch to the "ON" position, the red LED at the bottom will light up.

Turn on the SpacePower's controller, the red LED Power Indicator will light up.

Use the controller's levers to control the flying motions and directions of SpacePower as well as to play tricks.

Start Playing

Movements

Power Up and Fly Forward

Push the Power Lever up to make the SpacePower takes off and fly forward. The more you push up the lever, the higher power the SpacePower will fly. Release the lever slightly for landing.



The SpacePower flies forward along the direction of the motor on the stabilizer panel.



Trimming Buttons

To regulate the motor on the stabilizer panel for balancing the flying direction of SpacePower.



How to Operate SpacePower

Left Turn

When the SpacePower is in power, push the Direction Lever left for left turn and anti-clockwise turning.



Right Turn

When the SpacePower is in power, push the Direction Lever right for right turn and clockwise turning.

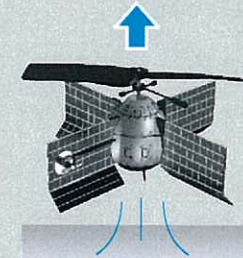


Lift-Off

Beginner

For beginners, it is better to lift off the ground in an open area without any obstacles around.

- Put the SpacePower on a table or smooth surface. Uneven surface will affect its lift-off.
- Focus on the SpacePower rather than the controller.



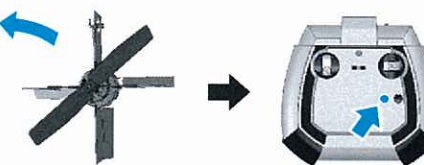
- Very gently push the Power Lever up if the SpacePower goes down.
- Very gently release the Power Lever down if the SpacePower goes up too high.

As soon as the SpacePower lifts off the ground, push the Power Lever up slightly. Do not push the Power Lever rapidly, it may go up and crash against the ceiling.

Trimming

As there maybe some serious crashes or some foreign objects entangling to the SpacePower, the SpacePower may not fly steadily and lean to either direction. Then you need to trim the SpacePower.

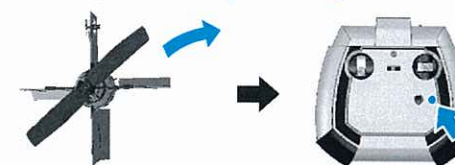
Flying Leaning To Left



- When you find the SpacePower is intending to left during flying, you may need to trim the SpacePower by pressing the Trimming Button L to regulate the direction of the SpacePower.

If you find a severe leaning, you can press the Trimming Button for several times to regulate the direction.

Flying Leaning To Right



- When you find the SpacePower is intending to right during flying, you may need to trim the SpacePower by pressing the Trimming Button R to regulate the direction of the SpacePower.

If you find a severe leaning, you can press the Trimming Button for several times to regulate the direction.

Turning

When the SpacePower flies steadily, you can push the Direction Lever to control the direction.

- Do Not hold the Direction Lever continuously as it will cause SpacePower's power drops down and the SpacePower will fall down easily. Instead, you should use a few light pushes for your SpacePower turning.

Right Turn



- When the SpacePower is in power, push the Direction Lever right for right turn and clockwise turning.

Left Turn

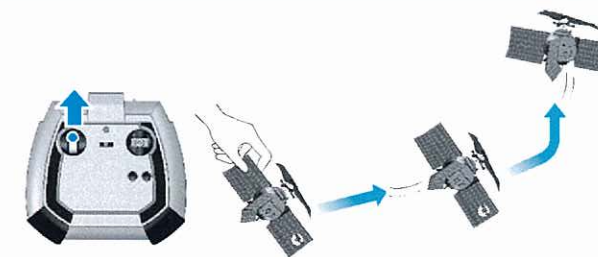


- When the SpacePower is in power, push the Direction Lever left for left turn and anti-clockwise turning.

* The SpacePower will take a slow forward speed with little turning when power is given. To make it stop, it is sufficient to give a short reverse turn command. By alternating this flight technique, the SpacePower can be directed anywhere.

Trick

Once you are experienced in controlling the SpacePower, you can launch your SpacePower with trick.



- Place the SpacePower obliquely forwards.
- Push the Power Lever up to launch the SpacePower forwards obliquely. SpacePower will fly obliquely in high speed. Finally, it will hover in the air steadily. Then the control operating procedure will be the same as normal.

Replacement and Repair of SpacePower

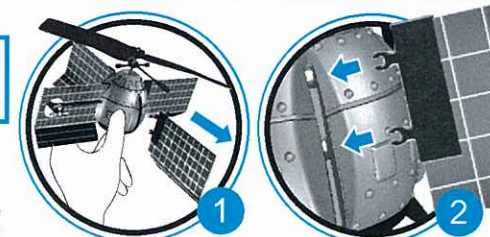
* The stabilizer panel with motor cannot be replaced.

Replacement and Repair of Stabilizer Panels

The stabilizer panels of SpacePower maybe broken after a number of hard crashes. If the damage is not severe, you can repair it by simply labeling a cellophane tape on the broken panel, but do not label the tape too much and repeatedly, otherwise it can influence the flying of SpacePower. If the stabilizer panel is being damaged severely, then you should replace it with a new one.

To replace the stabilizer panels:

- 1) Make sure the SpacePower is turned off before replacing the stabilizer panels.
- 2) Grasp the foam body and slightly pull out the damage stabilizer panels. (Diagram '1')
- 3) There are two locks inside the foam body. Insert the new stabilizer panel into the locks correctly. (Diagram '2')
- 4) When you hear 'click' sounds from the locks, it means the stabilizer panel has been inserted correctly.



Replacement of Propeller on Stabilizer Panel

If the propeller on the stabilizer panel is missing or damage, please replace a new one before playing.

To replace the propeller on stabilizer panel:

- 1) Make sure the SpacePower is turned off before replacing the propeller.
- 2) If the propeller is damage, grasp the motor and slightly pull out the damage propeller. (Diagram '3')
- 3) Insert the spare propeller into the shaft of motor. (Diagram '4')
- 4) Check the propeller if it can turn smoothly.

