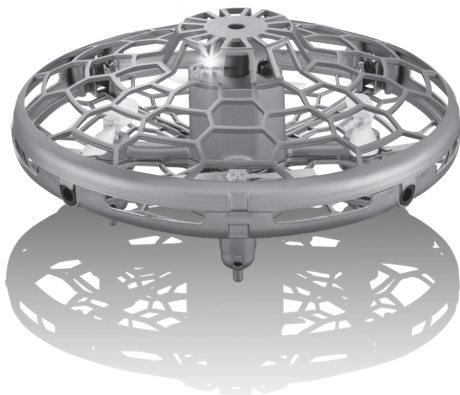


FLYDANCE 3.0

Throw it and fly!



INSTRUCTION BOOKLET

WARNING: Never leave product charging unattended for extended periods of time. Always disconnect your FLYDANCE 3.0 from the charger immediately after the FLYDANCE 3.0 is fully charged. Please refer to enclosed safety instructions.

PACKAGE CONTAINS:



FLYDANCE 3.0



USB Charging Cord



Instruction Booklet

Colors and styles may slightly vary from photo

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FEATURES

- Easy to Launch and Fun to Play
- Obstacle Avoidance Technology
- Hand Motion Controlled
- New 360° Somersaults!
- Infinite Spinning and Hovering
- Crash Resistant Design for Extra Durability

CHARGING THE FLYDANCE 3.0

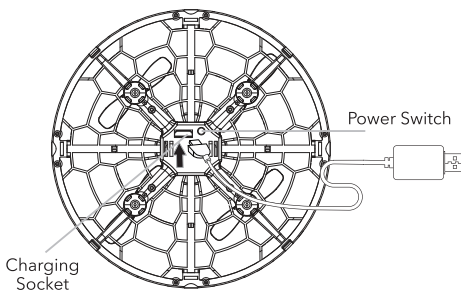
First make sure the FLYDANCE 3.0 power switch is in the OFF position (see diagram A) Next plug the included USB charging cord into the charging socket on the underside of the FLYDANCE 3.0 (see diagram A).

Connect the other end of the USB cable to either your computers USB port or a UL/CE approved USB wall charger (see diagram B). **IMPORTANT:** If using a high-speed USB wall adapter make sure that the output is less than 8V otherwise the FLYDANCE 3.0's internal charging circuit will shut down for safety reasons and not allow the FLYDANCE 3.0 to accept the charge.

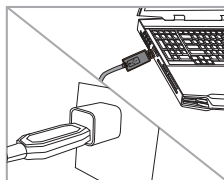
When charging begins, the indicator lights on the FLYDANCE 3.0 will light red to indicate that the battery is charging. When the battery is fully charged the indicator lights will turn a solid green color.

The charging time may vary depending on the remaining percentage of charge the battery had left in it from previous use. The average charging time is approximately 35-45 minutes. Once fully charged the FLYDANCE 3.0 operates for approximately 5-7 minutes depending on the intensity of play.

***LOW BATTERY INDICATOR:** During play, when the FLYDANCE 3.0's batteries begin to get low, the onboard indicator lights will change to a solid RED color indicating that you have approximately one-minute left to play and shortly the FLYDANCE 3.0 will automatically begin to descend and land.*



A. (Bottom View)



B.

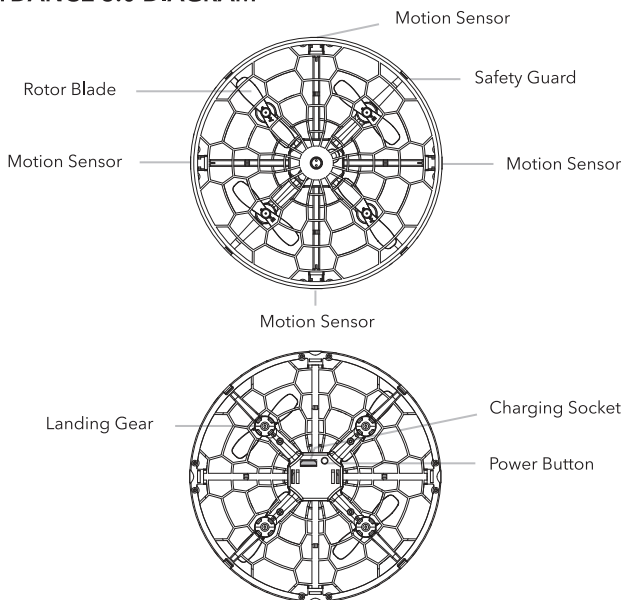
UNDERSTANDING THE ONBOARD INDICATOR LIGHTS WHEN FLYING YOUR FLYDANCE 3.0

A **BLUE** light indicates that the FLYDANCE 3.0 is flying horizontally across the room.

A **GREEN** light indicates that the FLYDANCE 3.0 is stabilizing and is in a good place for beginner and younger pilots to attempt a 360° flip.

Solid **RED** lights indicate low power mode and you will not be able to perform 360° flips during this time.

FLYDANCE 3.0 DIAGRAM



THE FLYDANCE 3.0 WILL WORK BOTH INDOORS OR OUTDOORS. WHEN USING THE FLYDANCE 3.0 OUTDOORS TRY TO AVOID EXTREMELY BRIGHT OR DIRECT SUNLIGHT AS THIS MAY AFFECT THE INFRARED SENSORS. THE FLYDANCE 3.0 WILL WORK PERFECTLY IN OUTDOOR SHADED AREAS, AT DUSK OR AT NIGHTTIME. IT IS ALSO ADVISED WHEN USING THE FLYDANCE 3.0 OUTDOORS TO ONLY USE THE FLYDANCE 3.0 IN ZERO WIND OR VERY LIGHT WIND DAYS.

WARNING

DO NOT FLY YOUR FLYDANCE 3.0 IN FOUL WEATHER!



PREPARING FOR FLIGHT

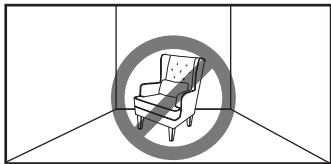
Verify that FLYDANCE 3.0 has been fully charged.

Make sure the empty space has no obstacles that would obstruct flight.

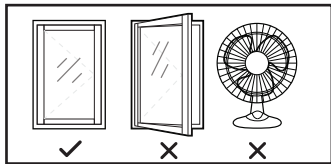
DO NOT ATTEMPT TO FLY YOUR FLYDANCE 3.0 IF THERE IS RAIN, SNOW, HEAVY WINDS, THUNDER OR LIGHTNING OUTDOORS. IT COULD DAMAGE YOUR PRODUCT.

LET'S GET STARTED!

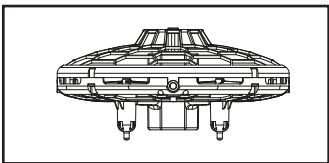
Follow these simple steps in the order below and you will be successfully flying your FLYDANCE 3.0 in no time!



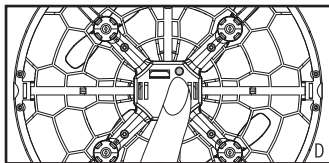
1. Suggested to play indoors first to get the hang of it! When using the FLYDANCE 3.0 indoors, first find a room in your house with high ceilings and a large open space where you have room to walk around. You may need to move some furniture.



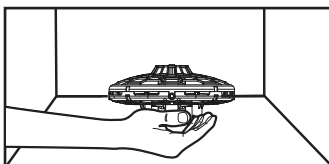
2. Make sure all external sources of wind like ceiling fans, floor fans or opened windows are turned off and closed. Central Air conditioning should be okay but it is a good idea to stay away from strong drafty areas.



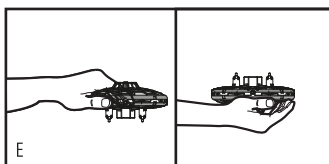
3. Make sure your FLYDANCE 3.0 is fully charged.



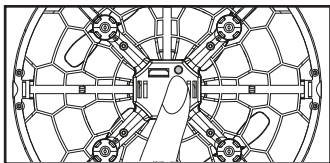
4. Short press the Power Button until the LED lights on the FLYDANCE 3.0 turn on and become solid green (see diagram D)



5. Hold the FLYDANCE 3.0 in the mid-air and then give it a small gentle toss upward or simply release it as if you were dropping it from your hand. The FLYDANCE 3.0 will automatically turn on and begin hovering. TIP: Make sure to hold the FLYDANCE 3.0 level to ground when starting or it may fly sideways.



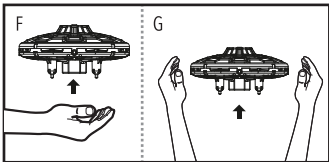
6. To stop the FLYDANCE 3.0 quickly capture the FLYDANCE 3.0 with your hand and turn it upside down (see diagram E) the blades will stop spinning.



7. When done playing make sure to turn the power off by depressing the power button for 3 seconds (see power button diagram on pg. 3) All the lights will turn off.

HOW TO CONTROL YOUR FLYDANCE 3.0

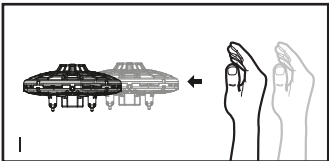
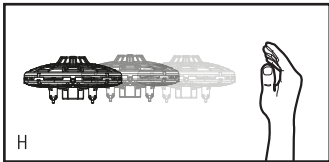
Your FLYDANCE 3.0 is equipped with motion sensors and air pressure sensors which read your hand motions to determine its direction for flight.



TO MAKE YOUR FLYDANCE 3.0 GO UP:

There are 2 ways to make your FLYDANCE 3.0 ascend:

1. Place one hand palm side up directly underneath the bottom of the FLYDANCE 3.0 and slowly move your hand straight up, FLYDANCE 3.0 will rise upward (See Diagram F)
2. The second way which will create a faster response, is to hold both your hands out simultaneously on both sides of the FLYDANCE 3.0 about two inches from the body so the FLYDANCE 3.0 is in the center space between your two hands. The drone will quickly ascend! (See Diagram G)



longer and faster you move your hand behind the FLYDANCE 3.0 the further and faster it will fly (See diagram I) Remember to follow behind it, not touch it.

TO MAKE YOUR FLYDANCE 3.0 FLY HORIZONTALLY ACROSS THE ROOM:

Hold your hand up vertically palm side facing the FLYDANCE 3.0 like you are going to push it away, but don't actually touch it. The FLYDANCE 3.0 will begin to move in the opposite direction of your hand (See Diagram H).

TO MAKE YOUR FLYDANCE 3.0 MOVE FASTER AND FURTHER.

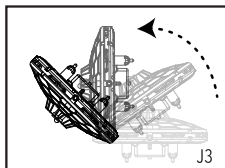
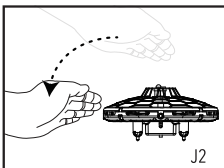
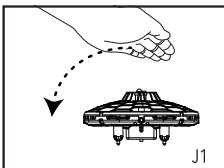
Once you have gotten the hang of controlling the direction of your FLYDANCE 3.0 simply move your hand along outside of the FLYDANCE 3.0 as it begins to fly away, literally follow the FLYDANCE 3.0 with your hand. The

HOW TO DO 360° STUNT FLIPS!

The FLYDANCE 3.0 allows you to command 360° stunt flips with a special hand movement! Your FLYDANCE 3.0 has the ability to do a 360° flip in all 4 directions.

- First pass your open palm face down across the top of your FLYDANCE 3.0 from one side to the other like doing a horizontal karate chop in the air, you are crossing an invisible sensor
- Complete the move by rounding the corner and moving your hand down the side. The fluid combination of going across the top and down the side will activate the 360° Flip.

NOTE the FLYDANCE 3.0 will do somersaults in the direction of the side where your hand completed the movement (SEE DIAGRAM J1, J2, J3).



- **GREEN MEANS GO! FOR BEGINNER** and young players, we suggest waiting for a GREEN light to show up on the FLYDANCE 3.0 before attempting the 360° stunt flip. The GREEN light indicates the FLYDANCE 3.0 is stable and level to the ground and will result in 360 flip that doesn't launch very far and is great for beginner pilots. Once you get the hang of flipping you can begin more advanced stunt flips when the FLYDANCE 3.0 is in motion.

- **FOR ADVANCED PLAYERS:** Your FLYDANCE 3.0 is capable of 360° flips even when moving sideways at top speeds, we suggest that older children or more advanced players activate flips while the FLYDANCE 3.0 is in sideways motion. The sideways motion is indicated by a BLUE led light. Activating multiple flips when the FLYDANCE 3.0 is in motion can be exciting and fun but make sure you have a very large space to play in.

TROUBLE SHOOTING:

If your FLYDANCE 3.0 drifts uncontrollably or does not respond correctly to the hand movements as explained above you may need to recalibrate the internal gyro sensor.

HOW TO RECALIBRATE THE GYRO:

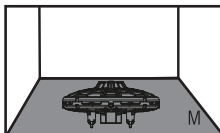
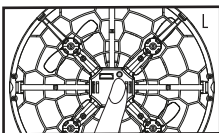
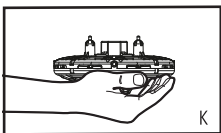
a) First start with the FLYDANCE 3.0 in the power-on position. Next, hold the FLYDANCE 3.0 upside down (See diagram K).

b) Quickly depress and release the power button 2 times and the lights on the body should begin to rapidly flash red and green, this is how you know that you are in "Calibration Mode". (See diagram L).

c) While the lights are flashing turn the FLYDANCE 3.0 back over right side up and set it on flat level surface (See diagram M).

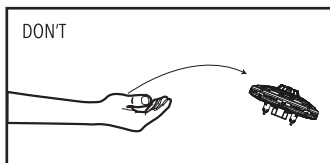
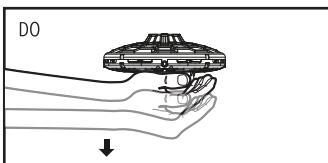
Once you have gotten the hang of controlling the direction of your FLYDANCE 3.0 simply move your hand along outside of the FLYDANCE 3.0 as it begins to fly away, literally follow the FLYDANCE 3.0 with your hand. The longer and faster you move your hand behind the FLYDANCE 3.0 the further and faster it will fly (See diagram I) Remember to follow behind it, not touch it.

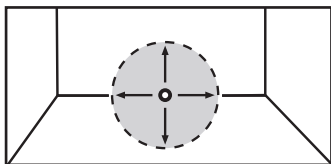
d) When the lights stop flashing and you have solid green light on the body, you have successfully completed the calibration process and you are ready to fly!



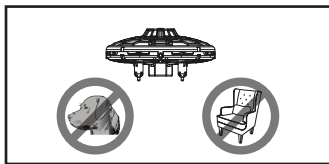
HOW TO PLAY SAFELY!

Safety is number one and should be taken seriously! Please carefully study the below DO's and DON'Ts so that you may always enjoy the safe operation of your FLYDANCE 3.0.

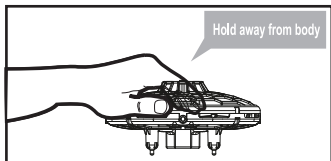




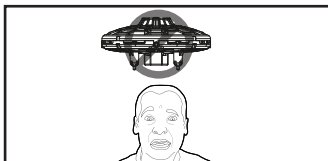
DO



DON'T



DO



DON'T FLY OVER HEAD

IMPORTANT SAFETY INFORMATION: KEEP YOUR FLYDANCE 3.0 AWAY FROM FACE AND EYES.

FLYDANCE 3.0 WARNING:

Always play in a large open space and warn spectators that you will be flying your FLYDANCE 3.0 so that they are aware of its position. Before flight, inspect the FLYDANCE 3.0 to make certain that there is no obstruction to the propellers or damage to the product and that everything appears to be in good working order.

WARNING!

- Choking/Cutting Hazard. Small Parts/Sharp Rotor Blades.
- Keep hands, hair and loose clothing away from the propeller when the power switch is turned to the ON position.
- Turn off the FLYDANCE 3.0 power switch when not in use.
- The included charger is built specifically for the FLYDANCE 3.0 Li-Poly battery. Do not use it to charge any other battery.
- Parental supervision recommended for children under 8 when flying FLYDANCE 3.0.

BATTERY WARNINGS

This FLYDANCE 3.0 uses an internal Li-Poly rechargeable battery and is not replaceable. If the battery can no longer be charged, dispose it properly according to local disposal requirements.

CAUTION: If the rechargeable battery leaks fluid, avoid contact with eyes and dispose the FLYDANCE 3.0.

- 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.
- Do not dispose batteries in a fire! Batteries may leak or explode.
- This toy is only to be connected to equipment bearing either of the following symbols:  or 

CARE AND MAINTENANCE

- To clean, gently wipe the FLYDANCE 3.0 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 recommended when installing or replacing the batteries.



WARNING!

CHOKING HAZARD: Contains small parts.
Not suitable for children under 3 years old.

Juegaconmigo

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Made in China

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