

**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.

# ZIPP NANOCOPTER

## 2.4Ghz Indoor/Outdoor Quad Rotor Helicopter



### INSTRUCTION BOOKLET

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

### PACKAGE CONTAINS:



Colors and styles may slightly vary.



Conforms to safety requirements of ASTM, CPSIA and FCC.

©2013 Rooftop Brands™ All rights reserved  
Tel: + (1) 949-566-9573 • www.propelrc.com

Made in China

## TABLE OF CONTENTS

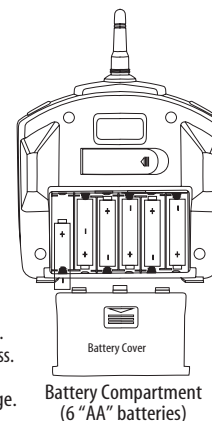
Features.....	2
Remote Battery Installation.....	2
Charging the Zipp Nanocopter Battery.....	2
Zipp Nanocopter Battery Installation.....	2
Zipp Nanocopter Diagram, Remote Diagram.....	3
Preparing For Flight.....	4
Syncing Your Zipp Nanocopter.....	4
Flying Tips.....	4
Turn Left / Right Trim.....	5
Forward / Backward Trim.....	5
Banking Left / Right Trim.....	6
Throttle Sensitivity Trim.....	6
Speed Select button.....	6
Flight Control.....	7
360° Stunt rolls.....	8
Troubleshooting.....	9
Battery Warnings, Care and Maintenance.....	9
FCC Part 15 B Notice.....	11

## FEATURES

Built in 6 axis gyroscopic chip keeps the Zipp extremely stable in all conditions.  
 4 channel flight controls allow for incredible manoeuvrability including 360° aerial stunts!  
 5 speed settings for beginner to advanced Zipp Nanocopter pilots.  
 LED directional lights makes the Zipp easy to follow.  
 Replaceable Li-poly battery included.  
 200 foot range.

## REMOTE CONTROL BATTERY INSTALLATION

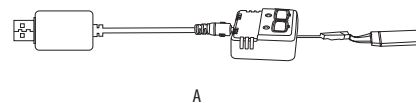
1. Slide the battery cover off of the remote control.
2. Install 6 "AA" alkaline batteries into the battery pack and then install the pack in the controller as shown in the diagram.
3. Replace the battery cover.



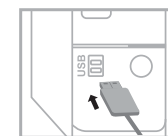
## CHARGING THE BATTERY

1. Connect the battery to the adaptor as shown (see illustration A).
2. Connect the USB charging cord to your computer's USB port (see diagram B).
3. Average charging time is approximately 40-50 minutes. The Zipp Nanocopter operates for approximately 6-7 minutes on full charge.
4. The charging indicator turns off when the battery is fully charged.

**IMPORTANT: ALWAYS REMEMBER TO UNPLUG YOUR CHARGING CORD WHEN NOT IN USE!**



A

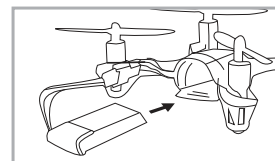


B.

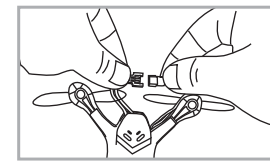
## ZIPP NANOCOPTER BATTERY INSTALLATION

1. Slide the fully charged battery into Zipp Nano battery compartment (see diagram C).
2. Connect the power cord as shown on diagram D, the copter's LED lights will light up and flashing when you connect the power cord correctly.

**Caution: The power cord fits only in one way. Do not force it.**



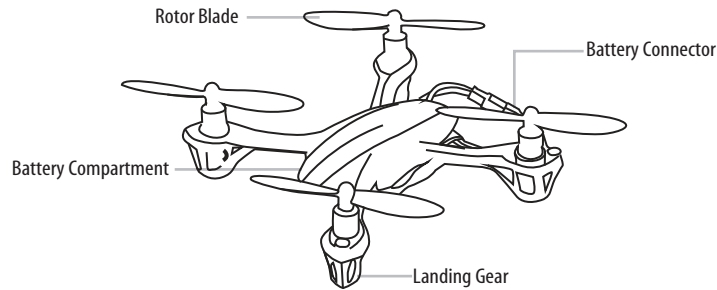
C



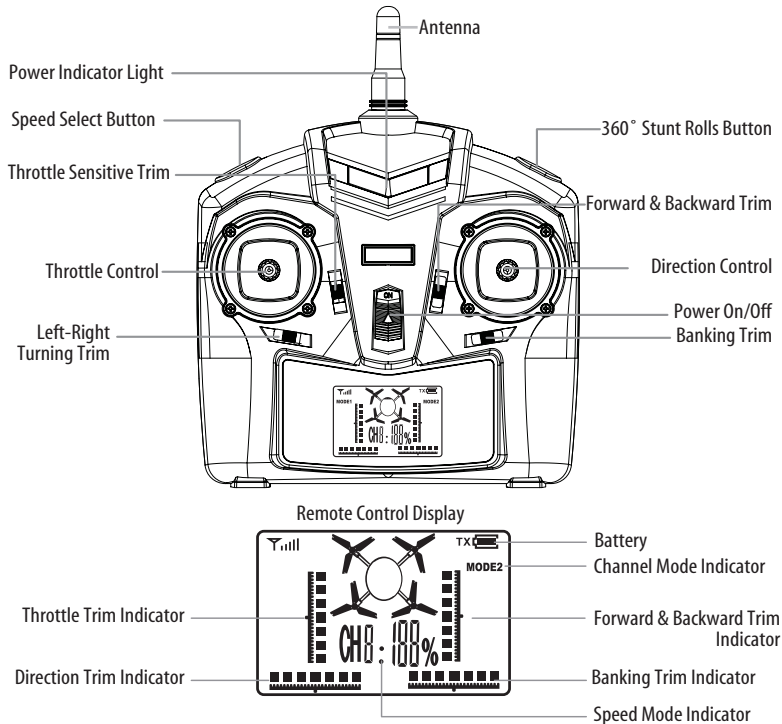
D

Thank you for purchasing the Zipp™ 2.4 G Indoor Zipp Nanocopter. Please read this instruction booklet as it contains valuable information on how to properly fly and care for your Zipp Nanocopter.

## ZIPP NANOCOPTER DIAGRAM



## REMOTE DIAGRAM



## WARNING DO NOT FLY YOUR ZIPP IN FOUL WEATHER!



## PREPARING FOR FLIGHT

- Verify that there are 6 “AA” batteries inside the remote control unit and the Zipp Nanocopter has been fully charged.
  - Make sure your Zipp Nanocopter and controller are turned on.
  - Make sure to be in a large space with an open radius of at least 50 feet.
  - Make sure the empty space has no obstacles and river. Set your Zipp Nanocopter on a clean flat surface before take-off.
- DO NOT ATTEMPT TO FLY YOUR ZIPP IF THERE IS RAIN, SNOW, HEAVY WINDS, THUNDER OR LIGHTNING OUTDOORS. IT COULD DAMAGE YOUR PRODUCT AND POSSIBLY EVEN CAUSE BODILY HARM.**

## SYNCING YOUR ZIPP NANOCOPTER

**Important!** When syncing your Zipp Nano copter with the controller always make sure that the copter is on a flat level surface and that your digital trim settings are in the center position. This insures that the 6 Axis gyro is properly programmed to mimic your trim settings.

Your Zipp™ utilizes an automatic 2.4G channel selection system that allows up to 8 people to fly side by side in the same wireless range.

### For One Person Play:

1. Before starting, make sure that the power on both your controller and Zipp Nanocopter are in the OFF position. Make sure that there are no other 2.4G devices in the area as well.
2. Turn ON the Zipp Nanocopter and set it down on a flat surface. The red LED indicators inside the Zipp Nanocopter body should flash.
3. ON the remote , pull the throttle all the way down, then turn ON your remote. The remote will beep in 3-5 seconds. When you hear a long beep, the red LED light should turn on. This indicates that your Zipp Nanocopter and remote have successfully synced. Should this not happen, repeat all steps again.

### For Multi Person Play:

4. Before starting, make sure that the power on all Zipp Nanocopters and Controllers are in the OFF position. Make sure that there are no other 2.4G devices in the area as well.
5. Each person will have to sync their Zipp Nanocopter individually at a different time to avoid interference. Follow steps 1 to 3 above making sure to keep away from other people while also making sure that no one else is syncing at the same time.
6. After syncing a players Zipp Nanocopter, it should be left ON until all players have synced their Zipp Nanocopters.
7. Should there be a mistake/interference, all players must turn off their controllers and Zipp Nanocopters and start the process all over again.

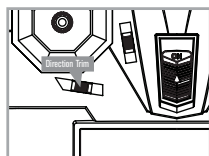
## FLYING TIPS

- It is recommended that you operate the Zipp Nanocopter in a wide space. The ideal space should have a 200 foot radius.
- Parental guidance or adult supervision is suggested at all times.
- If you are flying the Zipp Nanocopter with others, make sure all spectators are behind you.
- For best performance, it is recommended that you operate the Zipp Nanocopter in zero wind conditions. Wind can greatly affect the performance of the Zipp Nanocopter.

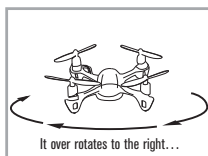
## UNDERSTANDING TRIM ADJUSTMENTS

### Turn Left/Right Trim

- If your Zipp Nanocopter nose rotates to the left or right uncontrollably, you may need to utilize the DIRECTION TRIM buttons.
- If your Zipp Nanocopter over rotates CLOCKWISE (to the right), push and release the DIRECTION TRIM button repeatedly to left side until the turning stops and proper flight is maintained.
- If your Zipp Nanocopter over rotates COUNTER-CLOCKWISE (to the left), push and release the DIRECTION TRIM button to right side in the same manner until the problem is resolved.
- From time to time you may have to adjust the DIRECTION TRIM to left and right to ensure the Zipp Nanocopter will fly straight and respond accurately to control commands.



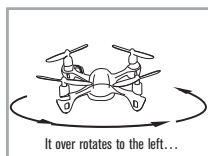
Direction Trim Controls



It over rotates to the right...



Push to left



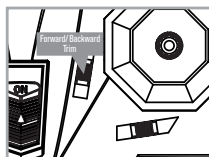
It over rotates to the left...



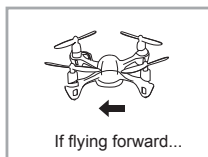
Push to right

### Forward/Backward Trim

- If your Zipp Nanocopter is moving forwards or backwards automatically, you may need to adjust the FORWARD/BACKWARD TRIM buttons.
- If your Zipp Nanocopter flies forward, push and release the FORWARD/BACKWARD TRIM button back/down repeatedly until the moving stops and proper flight is maintained.
- If your Zipp Nanocopter flies backwards, push and release the FORWARD/BACKWARD TRIM button forward/up in the same manner until the problem is resolved.
- From time to time you may have to adjust the FORWARD/BACKWARD TRIM to ensure the Zipp Nanocopter will hover in mid-air and respond accurately to your commands.



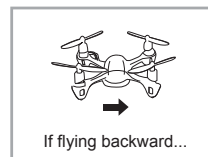
Forward/Backward Trim Controls



If flying forward...



Push down to go backward



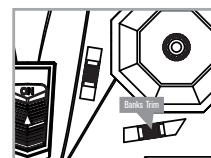
If flying backward...



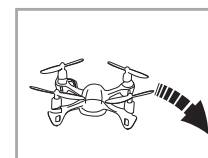
Push up to go forward

### Banking Left/Right Trim

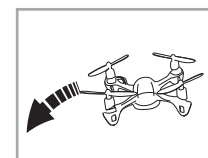
- If your Zipp Nanocopter is not steadily hovering and is banking to the left or right automatically, you may need to adjust the BANKING TRIM buttons.
- If your Zipp Nanocopter banks to the left, push and release the BANKING TRIM button repeatedly to the right until the banking stops and proper flight is maintained.
- If your Zipp Nanocopter banks to the right, push and release the BANKING TRIM button to the left in the same manner until the problem is resolved.
- From time to time you may have to adjust the BANKING TRIM to left/right to ensure the Zipp Nanocopter will steadily hover in mid-air and respond accurately to your commands.



4 CH Left/Right Banking Controls



Push to right to increase right banking sensitivity



Push to left to increase left banking sensitivity

### Throttle Sensitivity Trim

- If you find the throttle is too sensitive when you fly the Zipp Nanocopter, you may need to utilize the Throttle sensitivity trim.
- Push the Throttle sensitivity trim button back to lower the sensitivity of the throttle. Push the Throttle sensitivity trim button forward to increase the sensitivity of the throttle. The middle position is recommended for beginners.

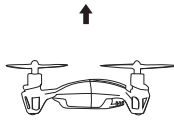
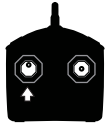
**NOTE:** The use of the Trim buttons are accompanied with a Beep tone. A single long Beep indicates the product is center trimmed. Continuous long Beeps indicate the product is trimmed to the maximum on a particular side.

### SPEED SELECT BUTTON

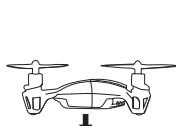
The Zipp Nanocopter has 5 speed settings, the initial setting is 20%, Press the SPEED SELECT button on the top left of the remote control and your Zipp Nanocopter will change to 40%, 60%, 80% and 100% speed.

## FLIGHT CONTROL

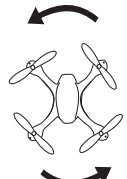
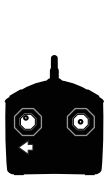
Below is a list of basic flight functions for your long-range remote control Zipp Nanocopter. While learning to fly your Zipp Nanocopter it is best to start with a large space until you get used to the basic controls. As you master flying your Zipp Nanocopter you can move to more advanced maneuvering techniques. Practice makes perfect! When you have these basic steps down you can move to the next level.



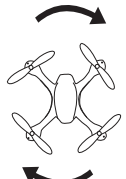
Move the Throttle up to increase the speed and the Zipp Nanocopter will rise up.



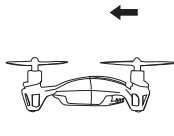
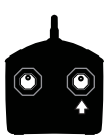
Move the Throttle down to decrease the speed and the Zipp Nanocopter will descend.



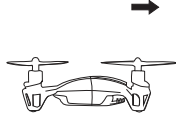
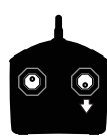
Move the Throttle left and the Zipp Nanocopter will turn left.



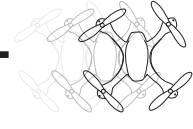
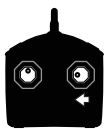
Move the Throttle right and the Zipp Nanocopter will turn right.



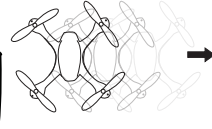
Move the Direction Control up and the Zipp Nanocopter will move forward.



Move the Direction Control down and the Zipp Nanocopter will move backward.



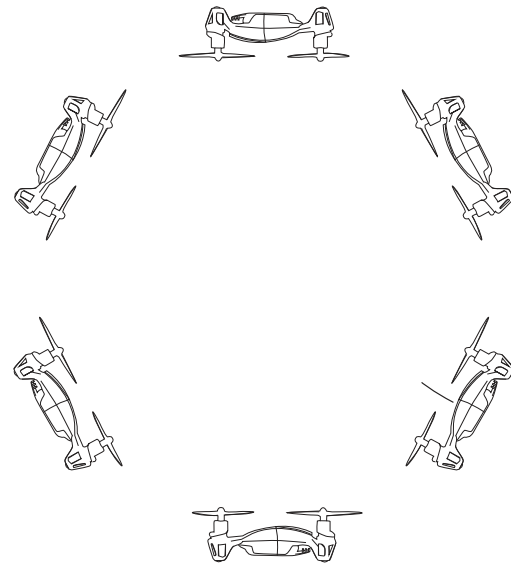
Move the Direction Control left and the Zipp Nanocopter will bank to the left.



Move the Direction Control right and the Zipp Nanocopter will bank to the right.

## 360° STUNT ROLLS

The 360° Stunt Rolls will only work when the speed is set to 80% or 100%. After setting the speed at 80% or 100%, press the Stunt Rolls button, the Zipp Nanocopter will do a 360° stunt roll in mid-air.



## TROUBLESHOOTING

Before sending your Zipp Nanocopter in for repair, please check for a solution below.

Problem	Possible Cause(s)	Solution
Controller not responding	Weak Batteries; No Batteries	Install new batteries in controller
Zipp Nanocopter does not respond properly to the controller	Controller is switched OFF Low Battery power in Zipp or Controller Nanocopter and Controller not properly synced	Switch ON Controller Ensure Zipp battery is fully charged and replace controller batteries Refer to the SYNCING YOUR Zipp section
Zipp Nanocopter loses connection with controller	Nanocopter Out of Range Low Battery power in Nanocopter or Controller	Fly Zipp closer and within maximum range Ensure Zipp battery is fully charged and replace controller batteries
Zipp Nanocopter does not fly well	Zipp Nanocopter not Trimmed Blade, Rotor or other parts may be damaged	Refer to Understanding Trim Adjustments Check and repair/replace damaged parts

### Zipp Nanocopter WARNING:

The Zipp Nanocopter is designed for INDOOR or OUTDOOR. The Zipp Nanocopter blades revolve at high speeds and can cause damage to the user, spectators and animals. Stand away from the Zipp Nanocopter to reduce the risk of getting into the flight path. Warn spectators that you will be flying your Zipp Nanocopter so that they are aware of its position. Before flight, inspect the rotor blades to make certain that the blades are securely fastened to the Zipp Nanocopter.

#### 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 transmitter and Zipp Nanocopter power switches when not in use.
- The included charger is built specifically for the Zipp Li-Poly battery. Do not use it to charge any other battery.
- New alkaline batteries are recommended for maximum performance.
- Parental supervision recommended when flying Zipp Nanocopter.

## BATTERY WARNINGS

### RECHARGEABLE BATTERY:

This Zipp Nanocopter uses a Li-Poly rechargeable battery. If battery no longer stays charged, dispose of battery properly according to local disposal requirements.

### CONTROLLER BATTERIES:

Remote control requires 6 "AA" batteries (not included). Please read the important battery safety warning 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 wireless infrared remote control when it is not being used for an extended period of time.
- To clean, gently wipe the remote control and Zipp Nanocopter 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.

## REPLACING THE PROPELLER BLADE

Your Zipp Nano propeller system is a precision instrument that may need repair or replacement from time to time for optimal flight function. Crash landing from high-speed aerial flights may cause damage to your Zipp Nano propellers.

1. The Zipp Nanocopter have four blades, two gray colors A & B on front, and two black colors B & A on back (see the diagram E).
2. Pick up a blade from the included spare parts and match the marking to the diagram E.
3. Replacing the correct blade to the broken blade.

