



VAMP Instruction Manual

Item# 44008

Congratulations on the purchase of the iFLY VAMP

iFLY VAMP is the world's smallest radio controlled flying insect in the form of ornithopter (flapping wings). iFLY VAMP also has patented state of the art technology that allows it to fully resembles the true flying behavior of an insect or bird whereby the halteres rotates to achieve stable flight and directional controls.

The iFLY VAMP offers digital proportional speed and directional control just like a radio controlled micro airplane except that it propels itself via flapping its wings. The body of the iFLY VAMP is made out of an ultra-light weight and flexible foam which provides structural strength..

The iFLY VAMP measures only 12 inch wing span and 10 inch body (head to tail) and need only one set of wings to propel itself.

Opening package and check content

- 1x iFLY VAMP Flying Insect
- 1x Transmitter
- 2x Pair of Spare Wings
- 1x Detachable Antenna(it has a unique connector)

Batteries

The iFLY VAMP flying insect itself has a built-in rechargeable battery and the transmitter requires 6x AA alkaline batteries (sold separately). Install the batteries as follows.

Attention: Important battery information.

Do not mix old and new batteries, different types of batteries, standard carbon zinc, alkaline or rechargeable of different capacities.

Rechargeable batteries are only to be charged under adult supervision

Please respect the correct polarity (-) or (+)

Do not try to recharge non-rechargeable batteries

Do not throw batteries into the fire

Replace all batteries of the same type/brand at the same time

The supply terminals are not to be short-circuited

Remove exhausted batteries from the toy

Batteries should be replaced by adults

Remove batteries if the toy is not going to be played with for some time

The packaging should be kept since it contains important information

Rechargeable batteries are to be removed from the transmitter before being charged

1. The antenna for the transmitter will need to be attached to the transmitter.

(Note: always operate the transmitter with an antenna extended)



2. Open the battery compartment on the transmitter using a Phillips screwdriver (not included) to remove the screw on the battery compartment door.



3. Insert the batteries according to the picture (as shown). Ensure that the positive and negative polarities match the illustrations inside the battery compartment.



4. Replace the battery compartment door and replace the screw using the screwdriver. Do not overtighten.

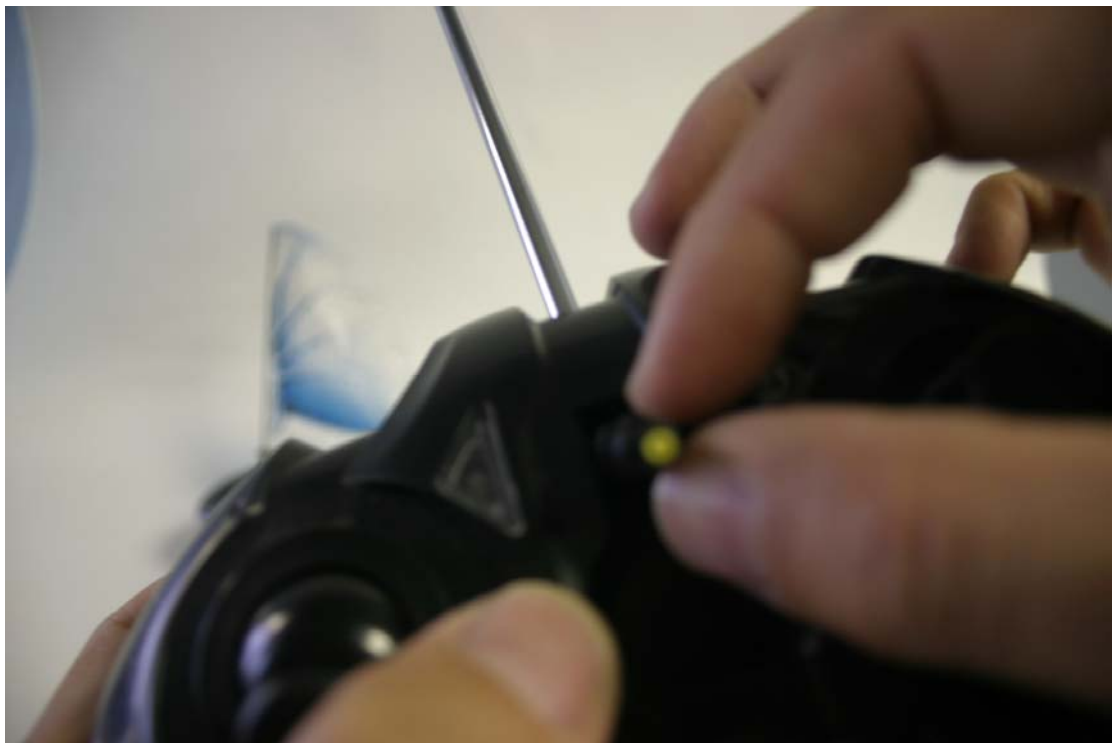
Charging the iFLY VAMP

Before flying the iFLY VAMP for the first time (or if you have depleted a charge on the iFLY VAMP) you will need to recharge it. A typical charge takes about 20 minutes and allows around 7 minutes of flying time.

Note: if the charge time begins to exceed 25 minutes, you should replace all the batteries in the controller with fresh batteries.

To charge the iFLY VAMP

1. On the transmitter, please lift up the charging adapter on your transmitter (as shown)

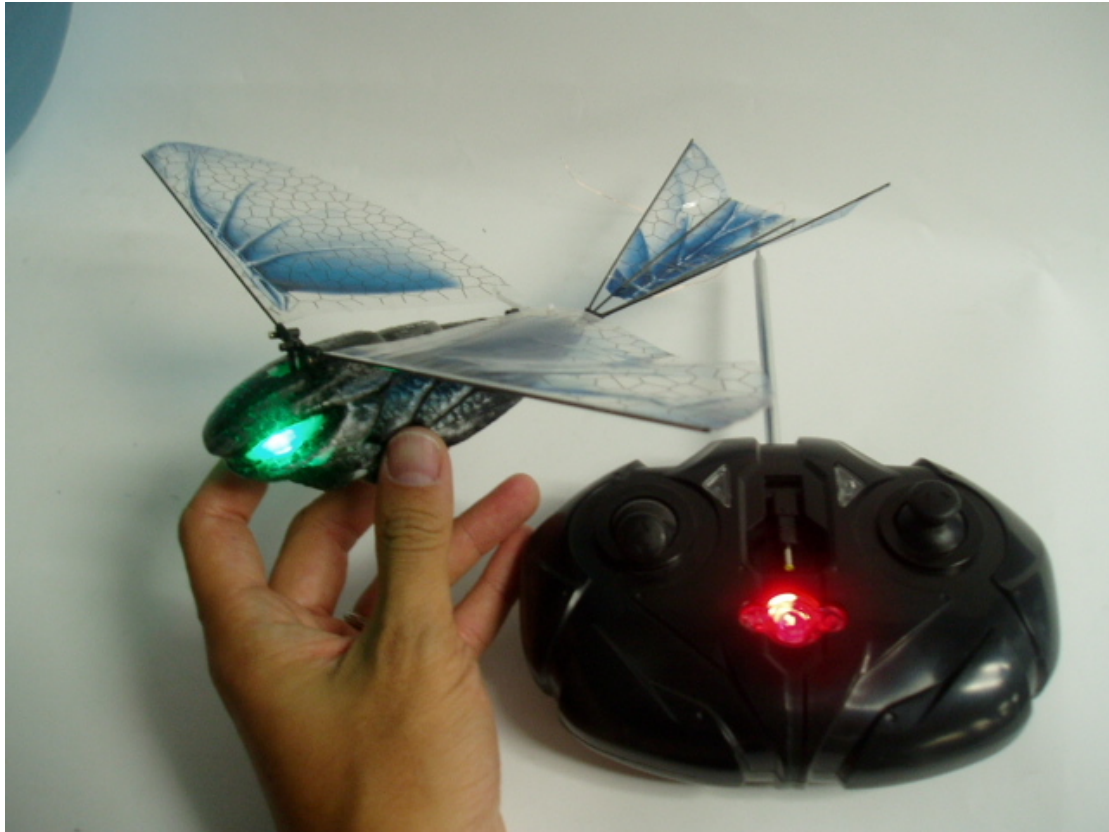


2. Ensure the charging adapter is standing upright. from the compartment (as shown)
3. Hold the iFLY VAMP firmly by its body, and then insert the cord



into the socket at the bottom of the VAMP (as shown). Pay close attention to where the adapter should be inserted into the socket of the VAMP

4. Once inserted, you can enabling charging mode by switching on the TX. When charging the VAMP, the LED indicator light (green) should be ON and when the VAMP has been charged, this LED indicator light will be switched off.



Note: Make sure the iFLY VAMP is turned off before you recharge it.

Choosing your flying location

You can operate the iFLY VAMP on a calm day outdoor and indoor with a 50x50 feet area with a ceiling height of about 20 ft.. For optimal indoor flying performance, we recommend a minimum area of 16 feet x 16 feet (5 meters x 5 meters). For outdoor flying, try to avoid windy areas and keep the VAMP away from rain or other harsh conditions.

To operate the iFLY VAMP:

1. Turn the transmitter on by pressing the POWER button.
2. Extend the antenna on the transmitter to ensure there is
3. Turn the VAMP on by setting the switch on the VAMP to ON. Note: if the controller is off, the iFLY VAMP's eyes will blink
4. On the transmitter, push the left stick upwards to increase the speed or frequency of the wing-flapping. The left stick(throttle) controls how high and fast the VAMP will fly.

5. Launch the VAMP from your hand with a gentle horizontal toss while pushing the left stick forward slowly. As the VAMP starts to flap its wing, it will have generate some motion to thrust and to lift.



6. On the transmitter, push the right stick (directional) to the left, or push the stick to the right to turn right. The patented technology on VAMP allows the body (alteres) of the insect to roll (left and right) on inputs received from the right control stick. Apply the stick control liberally and turning left and right whilst flying also means it will need space and time to correct its flight path.

Tips and Tricks

1. The most stable flight one can obtain is to be easy on the throttle input. Sometimes flying the VAMP requires the user to be only applying small input on the throttle (left stick) and let go of it sometimes.
2. To gain altitude in a confined area, it is easier to start climbing in a circle then in straight line. By pushing the throttle (left stick) and applying right stick to either left or right in order for the VAMP to gain altitude in a small confined area

3. The VAMP can also perform gliding once it is in motion and it is good to sometime let go of the throttle (left stick) in order for it to regain its natural flight composure. Even real birds and insects need stops flapping sometimes and keep gliding and save their energy.
4. Always fly the VAMP in a near calm condition if you want to fly outdoor to avoid any wind that may overpower the VAMP itself.

Replacing Wings

You can replace the original wings on your VAMP if they become damaged. Two spare set of wings is included in the VAMP package. To replace the wings, do the following:

1. Make sure the transmitter and the iFLY VAMP are turned off
2. You can remove the wings by removing the rubber stoppers placed on the tethers of the VAMP body (as shown)
3. Insert new wings on to the tethers and replaced the stoppers.

Replacement Parts

Item# 44009 iFly VAMP Replacement Kit

FCC NOTE:

The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

PLEASE! DO NOT RETURN THIS PRODUCT TO ANY RETAIL STORE!

For any questions or problems with this product please contact us at:

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Email: info@interactivetoy.com

Phone: Outside North America: +1 416 444 6873

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IMPORTANT SAFETY INFORMATION

Do not modify your i-fly! Do not point the antenna directly at the plane! Do not use in strong winds, use only in VERY mild conditions! Do not use in rain, snow or around heavy debris! Do not use near electrical lines! Do not use around smoke or flames! Do not use around water! Do not use around electricity! Do not use in crowded areas! Do not use around air conditioning! Do not use around air vents! Do not use around ceiling fans! Do not use around large obstacles! Do not use in very small spaces! Do be conscious of changes in your area! Any changes or modifications to this product are strictly prohibited and will void product warranty. Keep moving propellers away from eyes, hands, hair and loose clothing. Always turn off your MicroFighters and transmitter when not in use. Always remove batteries from transmitter during storage. Always place transmitter with NEW alkaline batteries for optimal performance. Keep your Pilot's manual in a safe place for future use. Only use the provided charger included with the MicroFighters to charge the lithium polymer battery installed in the MicroFighters.

IMPORTANT BATTERY INFORMATION

Use only batteries recommended in this instruction manual. Do not mix old and new batteries. Battery installation should be performed by an adult. Be careful to install the batteries with the correct polarity, as indicated. Do not use rechargeable batteries. Do not mix alkaline, standard, lithium, rechargeable, or different types of batteries. The supply terminals are not to be short-circuited. Exhausted batteries are to be removed as they will hinder performance. Never leave a battery unattended while it is being charged. Never leave a battery unattended in the presence of children. i-fly charging time will increase with usage as the condition of the AA cells diminish. Battery performance may greatly influence flight characteristics. i-fly Li-Po rechargeable battery is not replaceable. i-fly takes 6 AA battery (not included).

FCC NOTE: U.S. ONLY

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. 2) This device must accept any interference received including interference that may cause undesired operation. Warning: Changes or modifications to this unit 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 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 and 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 to an outlet on a circuit different from that to which the receiver is connected - Consult the dealer or an experienced radio/TV technician for help.

Industry Canada Notice: Canada only.

This radiocommunication device complies with all the requirements of Industry Canada Standard RSS-310. Operation is subject to the following two conditions: 1) This device may not cause harmful interference. 2) This device must accept any interference received, including interference that may cause undesired operation. Field Strength and measurement distance: 27.145MHz - 54.95 dBuV/m at 3 meters. 49.860MHz - 63.86 dBuV/m at 3 meters.

Limited 30-day warranty

This product is warranted by Interactive Toy Ltd. against manufacturing defects in material and workmanship under normal use for thirty (30) days from the date of purchase. Please retain proof of purchase.



Lithium Polymer Rechargeable Batteries must be recycled or disposed of properly.



i-fly Series and Vamp are registered trademarks of Interactive Toy Concepts © 2007 All rights reserved. Manufactured by and distributed by Interactive Toy Concepts Ltd. Conforms to Safety Standards ASTM F963-03 Regulatory Requirements. Products and colors may vary. MADE IN CHINA.