

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

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

Email: info@interactivetoy.com

Phone: Inside North America: +1-416-444-6873

Outside North America: 1-866-214-2220

Address: Interactive Toy Concepts, 1192 Martin Grove Road, Toronto, Ontario, Canada. M9W 5M9

Web site: www.interactivetoy.com

IMPORTANT SAFETY INFORMATION

Do not modify your iFly VAMP! 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 wings away from eyes, hands, hair and loose clothing. Always turn off your iFly VAMP and transmitter when not in use. Always remove batteries from transmitter during storage. Always replace transmitter with NEW alkaline batteries for optimal performance. Keep your instruction manual in a safe place for future use. Only use the provided charger included with the iFly VAMP to charge the lithium polymer battery installed in the iFlyVAMP.

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 dBµV/m at 3 meters. 49.860MHz - 63.86 dBµV/m at 3 meters.

REPLACEMENT PARTS

Item# 44009 iFly VAMP Replacement Kit.

Limited 30-day warranty

Product is warranted by Interactive Toy Concepts Limited against manufacturing defects in material and workmanship under normal use for (30) days from the date of purchase.

Warranty is validated upon receipt of proof or purchase and confirmation of UPC code.

Proof of Purchase

Vamp and iFly are registered trademarks of Interactive Toy Concepts.

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Conforms to safety Standards ASTM F963-03 EN71 Regulatory Requirements.

Norwegian Patent No. NO20070810. Products and colors may vary. MADE IN CHINA.



INS-070821-44008-ENG

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Item# 44008

INSTRUCTION MANUAL

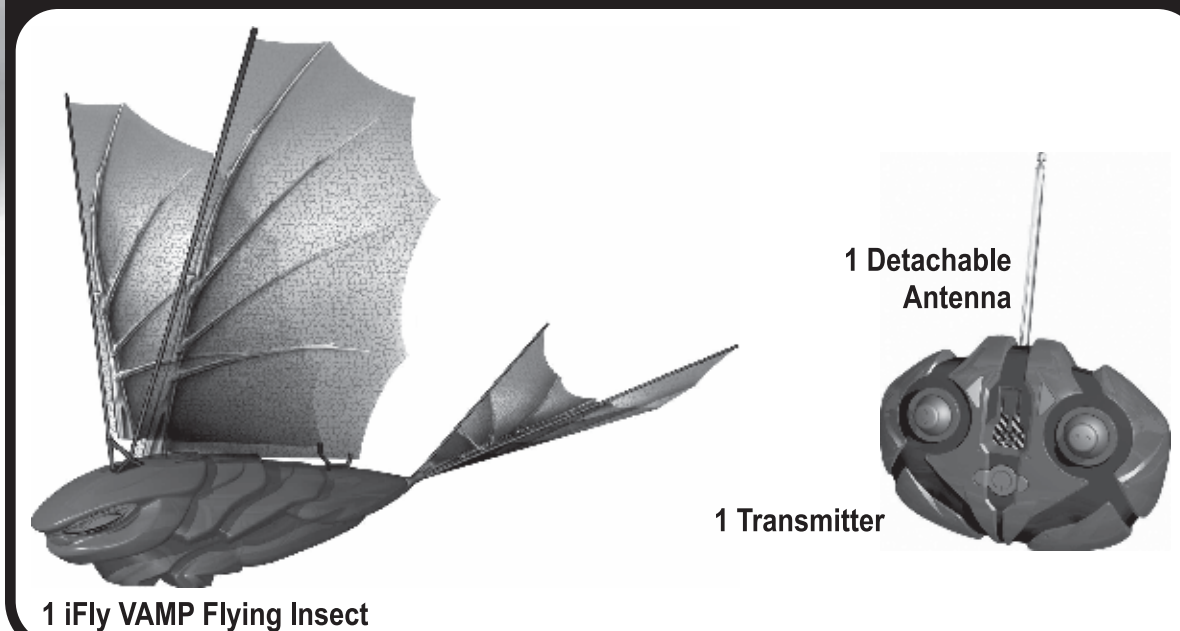
Congratulations on your purchase of the **iFly VAMP**

iFly VAMP is the world's smallest radio controlled flying bat in the form of ornithopter (with flapping wings). iFly VAMP also has patented state of the art technology that allows it to fully resemble the true flying behavior of an insect or bird whereby the wings are controlled 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 has a wing span of 12 inches and is 10 inch long (head to tail) and needs only one set of wings to propel itself.

The iFly VAMP has been carefully packaged to avoid damage during shipping. PLEASE USE CAUTION WHEN UNPACKING.



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.

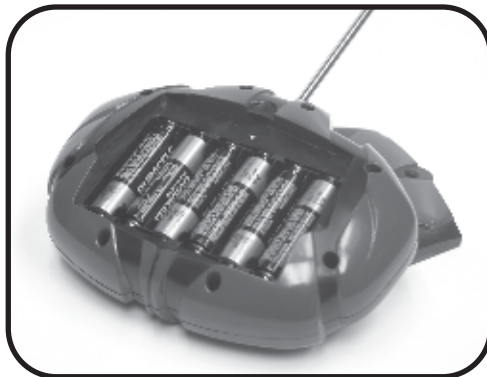


INSTALLING BATTERIES

The iFly VAMP flying bat has a built-in rechargeable battery. Transmitter requires 6 "AA" alkaline batteries (sold separately). Install the batteries as shown.



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

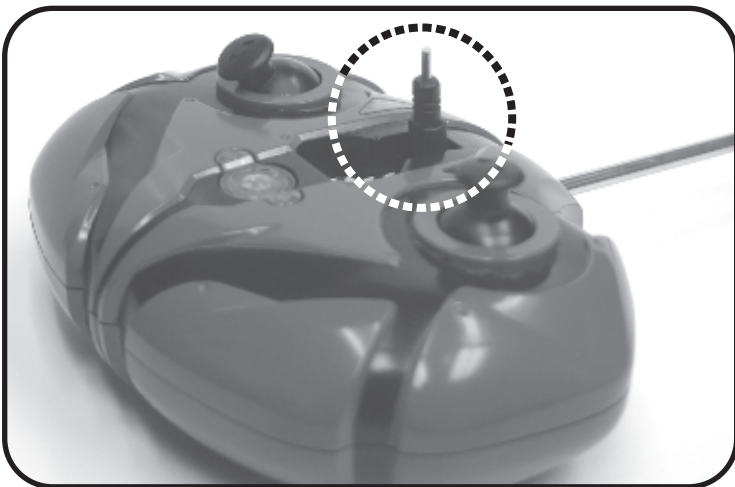


3. Insert the batteries according to the picture (shown). Ensure that the + and - polarities match the illustrations inside the battery compartment.
4. Replace the battery compartment door and replace the screw using the screwdriver. Do not overtighten.

1. Attach the antenna (provided) to the transmitter.

Note: Always operate the transmitter with the antenna extended.

CHARGING THE iFly VAMP

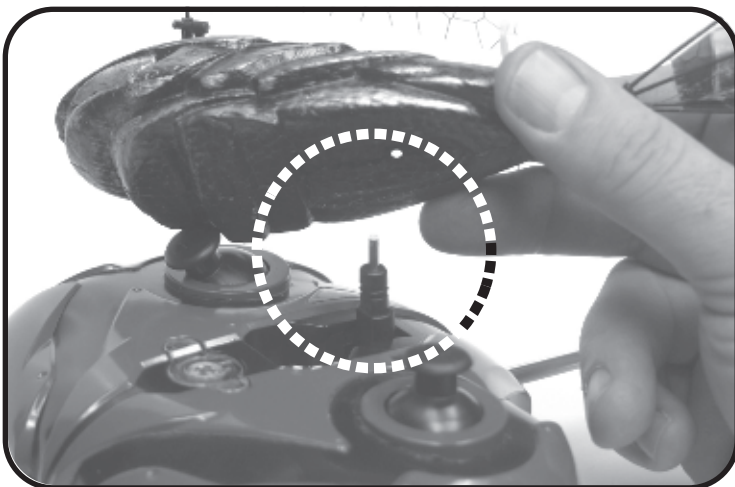


Before flying the iFly VAMP for the first time (or if you have depleted a charge on the iFly VAMP) you will need to recharge it. A typical charge takes about 20-30 minutes and allows approximately 10 minutes of flying time.

Note: During charging, both the POWER LED (RED) and CHARGING LED (GREEN) should light up constantly. If the RED LED starts BLINKING when the Green LED turns on, you should replace the TX batteries.

To charge the iFly VAMP

1. Ensure the transmitter is switched off and lift up the charging adapter on your transmitter (as shown).
2. Ensure the charging adapter is standing upright (as shown).
3. Hold the VAMP firmly by its body, and then insert the adapter 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 enable charging mode by switching on the transmitter. When charging the VAMP, the GREEN LED indicator light should be ON constantly. When the VAMP has been fully charged, this GREEN LED indicator light will be switched off.



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

CHOOSING YOUR FLYING LOCATION

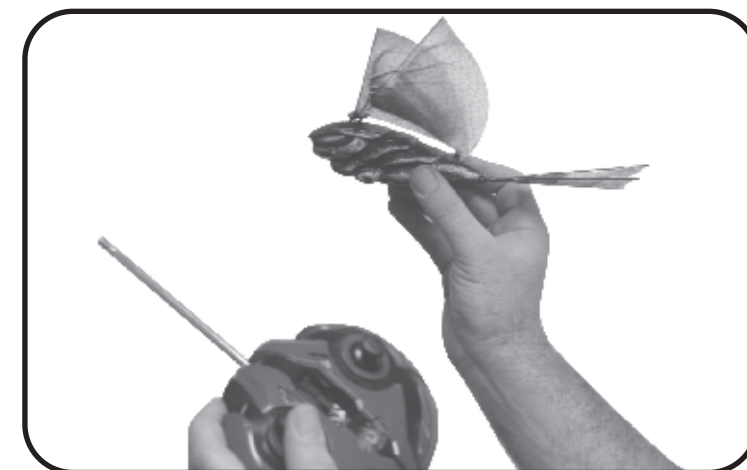
You can operate the iFly VAMP on a calm day outdoor and indoor with a 50 feet x 50 feet area with a ceiling height of about 20 ft. For optimal indoor flying performance, we recommend a

minimum area of 16 feet x 16 feet (5 meters x 5 meters). For outdoor flying, avoid wind, rain or other harsh weather conditions.

LET'S START FLYING THE VAMP

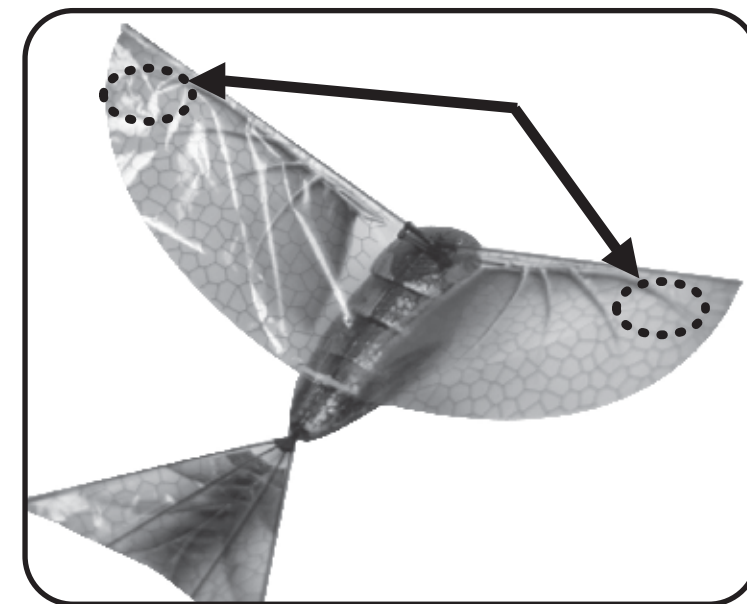
1. Turn the transmitter on by pressing the POWER button. The RED LED button will indicate that it is on.
2. Extend the antenna on the transmitter.
3. Turn the VAMP on by setting the switch at the bottom to ON. *Note: if the controller is off, the iFly VAMP's eyes will blink*
4. On the transmitter, push the left stick upward once for the first time to activate the control, then push the left stick again to activate wings.
5. Check that the wings are flapping, increase the speed or frequency of the wing-flapping motion by pushing the left stick up (throttle control).
6. 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 generate thrust and starting to lift itself.
7. 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 wings to be controlled to change direction (left and right) on inputs received from the right control stick (steering control). *Note: Always apply the stick control liberally on throttle and steering input.*

NOTE: YOU WILL NEED TO RE-ACTIVATE THE CONTROLS EVERY TIME YOU SWITCH ON THE VAMP



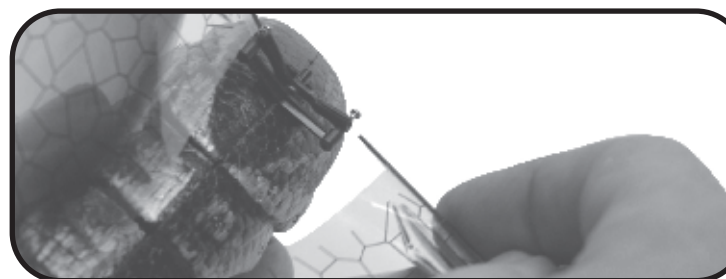
TIPS AND TRICKS

1. To obtain the most stable flight, when launching have full throttle, once the VAMP has attained the desired altitude (8-10 feet), gently pulse the throttle to achieve a wave flight pattern.
2. To gain altitude in a confined area, it is easier to start climbing in a circle than in a straight line. Push the throttle (left stick) and apply the 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 glide once it is in motion. By letting go of the throttle (left stick), the VAMP will glide in a natural flight simulation.
4. Only fly the VAMP outdoors in calm, windless weather conditions.
5. For optimizing your flying experience, you can apply some light weight mylar tape to trim your VAMP to fly straight. If your VAMP always turns to the right side, you should put the tape on the left tip of the wing (as shown) to adjust the center of gravity (CG). Do the reverse if the VAMP always flies to the left.
6. If you like tighter turns you need to slow down – the slower you fly the tighter the turns can be.



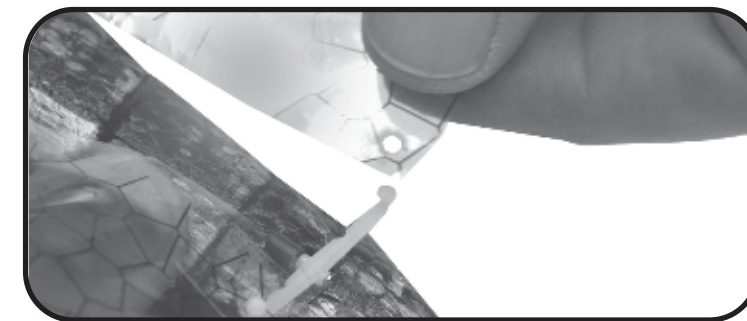
REPLACING WINGS

You can replace the original wings on your VAMP if they become damaged. A new set of wings can be purchased at your retailer or by contacting Interactive Toy Concepts listed on the back of this manual. To replace the wings, do the following:



3. Detach the rear wing by lifting it from the tether connector (as shown).

1. Make sure the transmitter and the VAMP are switched off
2. You can replace the wings by first removing the wings front rod that attaches to the gearbox mechanism (as shown).



4. Replace wings and insert new wings' rear onto the tethers and insert front rod into the gearbox.