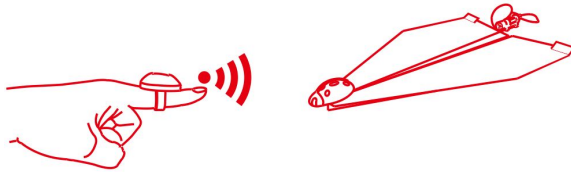


FLY-DREAM



Dream1

Somatosensory Paper Airplane

Thanks for choosing Fly-Dream's somatosensory paper airplane. In order to use the items well, we suggest you read the manual carefully before flight.

WARNING

- 1. This product contains small parts; it is not suitable for children under three ages. Please put it in a location out of the reach of children.**
- 2. Please charge it in time when an LED of driver or controller goes out. Please disconnect it after a full charge. Notice the negative and positive polarity when charging. Or it will burn equipment and cause dangerous!**

Attention

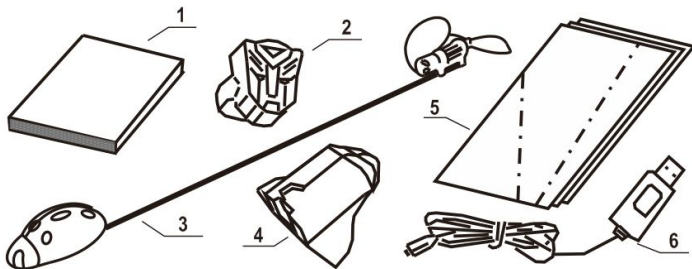
- 1. This product is only adapted to the breeze or no wind.**
- 2. If you fly the item in the breeze, please throw the paper airplane against the wind and throw it up less than 30 degree angle.**
- 3. The good origami and patient debugging is the key to take off.**

1 Brief instruction

Parameter

Driver Weight:	7g	Flight Time:	Above 10mins
Paper weight:	6g	Charge time:	Above 20mis
Driver battery capacity:	70mAh	Transmit mode:	2.4G FHSS
Control mode:	Somatosensory	Control Range:	More than 50m

Parts list



1	Manual
2	Ring Controller
3	Paper airplane driver
4	Replace foams
5	Some pieces paper
6	USB charger

Remark: Paper Quantity from 2 pieces -5 pieces.

2 Preparation before flight

2.1 Charging

Connect the USB charging cable into the computer USB interface or other equipment. Put the other end of USB charge cable into the paper airplane charging jack, the red LED inside of charger will be extinguished. **Please notice the polarity when charging, don't make it revise. See Figure 2.1 below.** After a full charge, the red LED will light on, **please disconnect it in time.** The charging method of ring controller is the same as the paper airplane drives.

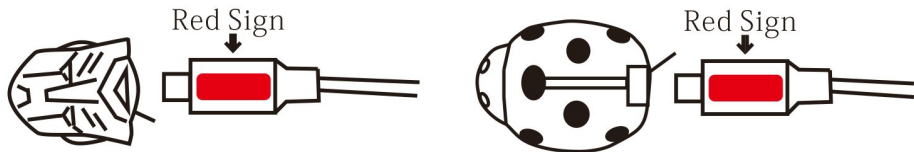


Figure 2.1

2.2 Paper Folding

Take out the paper from the box and fold it according to the line on the paper. Please note that the left and right wing side is symmetrical. After folded, please cut the edge of the wing according to the paper line, and folded them over syncline. The best angle is 30 degree. Details as shown in figure 2.2.

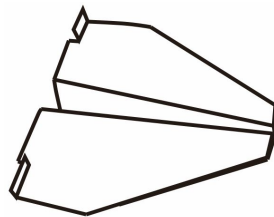
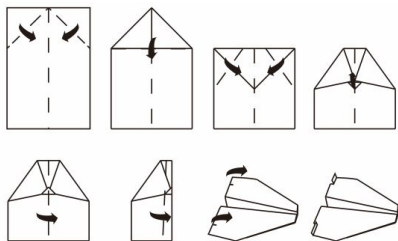


Figure 2.2

Figure 2.2 is our recommend method of folding , we believe you will have more better method of folding, hope you could share with us.

2.3 Assembly

According to the assembly diagram, Please assemble the driver as the arrow pointing; making the clip of the driver stuck the head of paper plane. Please be careful to assemble them in place, ensure the paper airplane against the clip edge. Details as shown in figure 2.3.

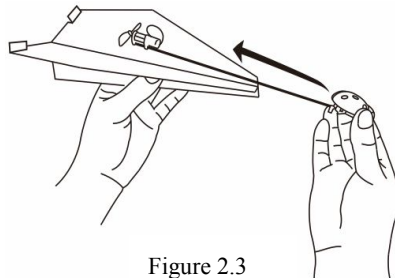


Figure 2.3

3 Control method

3.1 Wearing the ring controller

We take index finger as example, put the ring controller on the index finger, **make the autobot's chin towards to the direction of fingertip, and keep its face towards to the sky.** If the controller size is not appropriate, you can also control it by hand .But must ensure that the autobot's chin pointing to the direction of paper planes, and its face towards to the sky. As shown in figure 3.1.

3.2 Ring controller unlocking

It is need to unlock the controller before flight, and then can control the aircraft. After putting the controller, please turn on the power switch of controller and driver, and then make the controller to be level, as shown in figure 3.2. The autobot's face towards to the sky. After 3 seconds, the LED inside of controller will be flash; the controller is unlocked. At this moment, the controller can control the paper planes.

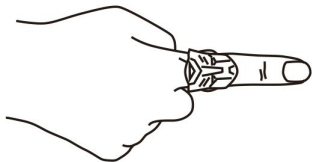


Figure 3.1

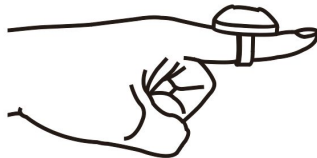


Figure 3.2

3.3 Controller locking

After the paper airplane landing or you want the paper airplane fall to the ground freely, you need to lock the controller. After locking the controller, the propeller of paper airplane will be halted, and the rudder will face to one side.

Put the fingers of controller vertical to the ground more than 1 second, the inside LED of the controller will be normally on, and the controller is locked, you can't able to control paper airplane. Please reference to figure 3.3 for locking sign. If you want to control once again, please unlock the controller.

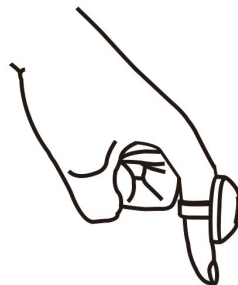


Figure 3.3

3.4 Paper airplane elevator control

After putting the controller and unlocking it, making your fingers up, paper planes will fly speed; making your fingers low, paper planes will fly slow down or landed. The Angle of up or down is associated with the rotational speed of propeller, the greater upward Angle, the more fast motor speed, and the greater thrust. The elevator control diagrams shown figure 3.4.

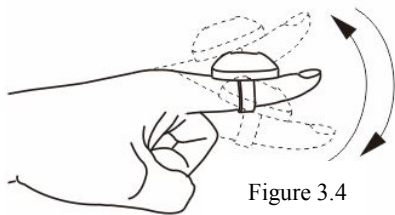


Figure 3.4



Figure 3.5

3.5 Right and left control

After putting the controller and unlocking it, turning the controller to left and right, the paper airplane will turn to left and right accordingly. Note that this control is rotating finger, not wiggle fingers. The control mode as shown in figure 3.5.

Note: Please do not pointing your finger to ground when you control left and right, it will lead to the paper airplane landing. In addition we suggest you don't always turn to one direction, because the continue turning may leads your plane gets into the state, resulting in its landing is not normal.

4 Flight

4.1 Flight environment

This product is only suitable to fly outdoor or in a large indoor. If flying outdoor, please fly it under a breeze or no wind. In addition, we suggest you fly it in the sunny weather, because the paper is easy to tear, and it may affect the flight performance.

4.2 Throwing

It is need skill on the throw plane if you fly it in the breeze environment. We recommend you to throw the plane against the wind, and make the throw Angle don't exceed 30 degrees above the horizon. As shown in the figure below. See figure 4.2. Please throw the paper plane naturally, don't make your strength is too big, In the meantime, please cock your finger to speed up the paper airplane.

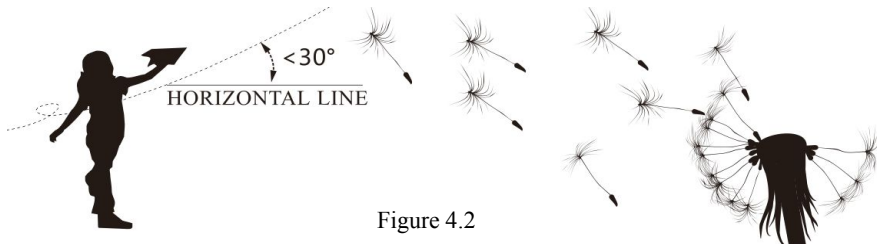


Figure 4.2

4.3 Control

After turning on the switch power of controller and driver, put the controller to be lever and make it's unlock. At this moment, the ring controller can control paper plane, please test the elevator and direction are normal or not. After everything is OK, please throw the plane correctly, and enjoy the fun of flying.

P.S.

During the flight if you find the ring controller without deflection, but the paper airplane is always deflect to one direction, you need to stop and observe whether the drive motor of paper airplane and carbon fiber bar are in the same direction or not. You can adjust the motor of the fuselage direction gently to solve the problem of plane always drift. **Please note that strength must be light.**

If you have any questions or suggestions in use, please contact your local dealer. We hope this product will relive your childhood dream!

Flight Steps

- 1.Charging,folding,assembly
- 2.Choose a good weather and good place
- 3.Turn on the power switch of driver and controller
- 4.Unlock the ring controller
- 5.Throw the paper airplane
- 6.Control flight
- 7.Locking the controller after the plane landing
- 8.Pick up the paper plane back and flying again

Note: For each step instruction, please refer to the corresponding specification.

I have a DREAM 
that one day I can FLY !