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.

Important Safety Information

Do not modify your iFly VAMP! Do not put 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 vent! 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 iFly VAMP.

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, and 2) This device must accept any interference received, including interference that may cause undesired operation.

Industry Canada Notice: Canada Only

This radio communication 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, and 2) This device must accept any interference received, including interference that may cause undesired operating. Field strength and measurement distance: 27.145 MHz - 54.95 MHz, 0.145 dBi/m at 3 meters, 25.6 MHz - 63.96 dBi/m at 3 meters.

Replacement Parts

Item# 44009 iFly VAMP Replacement Kit.

Proof of Purchase

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

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.

1. Attach the antenna (provided) to the transmitter. Note: Always operate the transmitter with the 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 (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.

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.

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 enabling 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.

TIPS AND TRICKS

1. To obtain the most stable flight, when launching have full throttle, once the VAMP has attained the desired altitude (6-10 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.

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 (throttle control).
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

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:

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).
3. Detach the rear wing by lifting it from the tether connector (as shown).
4. Replace wings and insert new wings’ rear onto the tethers and insert front rod into the gearbox.