

WONDER SPHERE™ WARNING:

The Wonder Sphere™ is designed for INDOOR and OUTDOOR use. The Wonder Sphere™ is a very safe toy, but before flight always inspect the rotor blades to make certain that they are securely fastened to the Wonder Sphere™ and that there is no damage to the outer cage.

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.
- The included charger is built specifically for the Wonder Sphere™ Li-Poly battery. Do not use it to charge any other battery.
- Parental supervision recommended when flying Wonder Sphere™.

BATTERY WARNINGS

This Wonder Sphere™ uses an internal Li-Poly rechargeable battery and is not replaceable. If the battery can no longer be charged, dispose it properly according to local disposal requirements.

CAUTION: If the rechargeable battery leaks fluid, avoid contact with eyes and dispose the Wonder Sphere™.

- Rechargeable batteries are to be removed from the item before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision.
- The supply terminals are not to be short-circuited.
- Do not dispose batteries in a fire! Batteries may leak or explode.

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.

Conforms to safety requirements ASTM, CPSIA, and FCC.

This product is manufactured by Amax Industrial Group China Co. Limited
Office No.3,10/F Witty Commercial Building 1A-1L Tung Choi street,
Mongkok. Kowloon Hongkong

Wonder Sphere™ is the registered trademark of Amax Group ©2022

All rights reserved. Visit us at www.amaxbrands.com



Distributed by:
TRACTOR SUPPLY COMPANY
5401 VIRGINIA WAY
BRENTWOOD, TN 37027
For customer support,
call: 1-888-376-9601
www.TractorSupply.com

Made in China
C012-USA-V2.0

MAGIC HOVER BALL
**wonder
sphere™**



INSTRUCTION BOOKLET

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

PACKAGE CONTAINS:



Wonder Sphere™



USB Charging Cord



Instruction Booklet

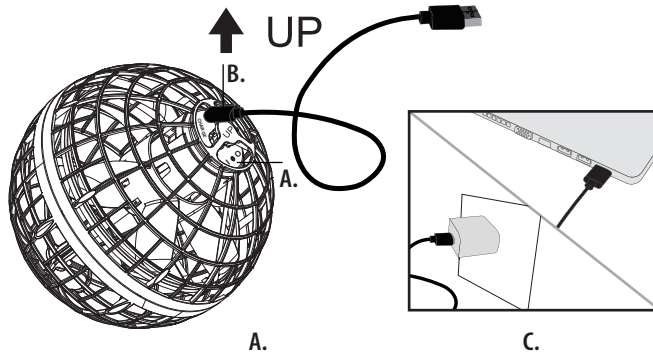
Colors and styles may slightly vary.

PACKAGE CONTENTS

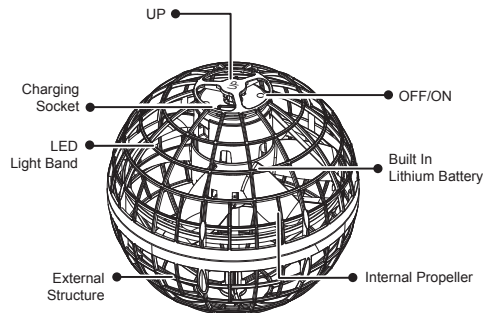
- Wonder Sphere™
- USB charger
- Instruction Booklet

CHARGING THE WONDER SPHERE™

1. First make sure the Wonder Sphere™ power switch is in the OFF position (see diagram A), Next plug the included USB charging cord into the charging socket on the underside of the Wonder Sphere™ (see diagram B).
2. Connect the other end of the USB cable to either your computers USB port or a UL/CE approved USB wall charger (see diagram C). **IMPORTANT:** If using a high-speed USB wall adapter make sure that the output is less than 8 Volts otherwise the Wonder Sphere™ internal charging circuit will shut down for safety reasons and not allow the Wonder Sphere™ to accept the charge.
3. When charging begins, the indicator lights on the Wonder Sphere™ will light up red to indicate that the battery is charging. When the battery is fully charged the charging indicator light will light up green.
4. The charging time will vary depending on the remaining percentage of battery charge after flying. The average charging time is approximately 25-30 minutes. The Wonder Sphere™ operates for approximately 7-10 minutes when fully charged.



WONDER SPHERE™ DIAGRAM



WARNING

DO NOT FLY YOUR WONDER SPHERE™ IN FOUL WEATHER!

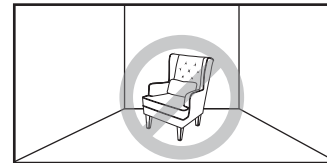


- Verify that Wonder Sphere™ has been fully charged.
- Make sure to play in a large open space without obstacles.

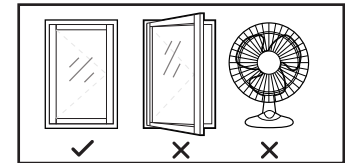
DO NOT ATTEMPT TO FLY YOUR WONDER SPHERE™ IF THERE IS RAIN, SNOW, HEAVY WINDS, THUNDER OR LIGHTNING OUTDOORS. IT COULD DAMAGE YOUR PRODUCT.

LET'S GET STARTED!

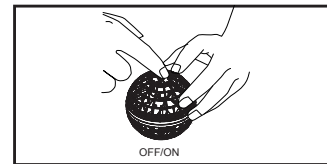
Follow these simple steps in EXACT ORDER and you will be successfully flying your Wonder Sphere™ in no time at all!



We suggest leaning how to use your Wonder Sphere™ indoors at first. You will need to find a large room in your house with high ceilings and a large open space where you have room to walk around. You may have to move some furniture to create this space.

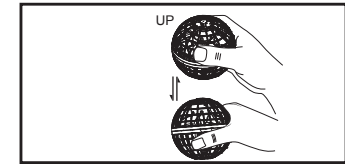


Make sure all sources of wind like ceiling fans, floor fans and opened windows are turned off and closed. Central air conditioning should be okay but it is a good idea to stay away from strong drafty areas.



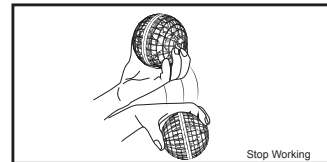
OFF/ON

After pressing the OFF/ON switch on the top of the sphere, you will see color LED lights begin to flash. This means the Wonder Sphere™ has been turned on but the motor has not been activated yet.



ACTIVATING THE MOTOR

Once the sphere is turned on, hold the sphere in one hand with the "UP" logo facing towards the sky or ceiling and flick your wrists rapidly in an up/down motion. The motor will start and you will feel the propulsion from the sphere.



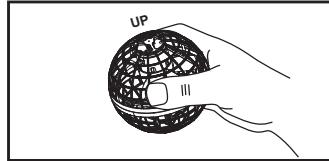
MOTOR OFF

To turn the Motor off, hold the Wonder Sphere™ upside down with the "UP" logo facing the ground and repeat the same motion as above, flicking your wrists rapidly up and down until the motor turns off.

The Wonder Sphere™ is a fun toy that teaches children about trajectory and propulsion. The Wonder Sphere™ is not designed to be thrown like a regular ball. In fact, as the Wonder Sphere™ has its own propulsion it only needs to be released and guided in the proper direction and it will fly on its own.

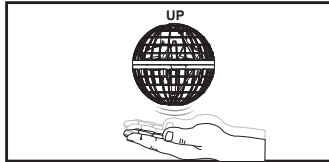
SETTING THE ANGLE

The trick to making the Wonder Sphere™ perform well is to “set the angle” of the sphere before releasing it. Once you have mastered setting the angle and releasing the Wonder Sphere™ without corrupting the angle it will become easy to use and you can create limitless tricks.



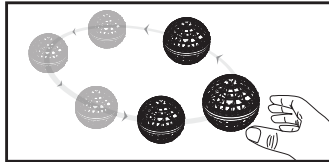
HERE ARE SOME BASIC TRICKS

To familiarize yourself with how to play with the Wonder Sphere™, each trick listed below escalates in skill so we suggest you follow them in order.



HOVER AND CATCH

In one hand position the sphere with the “UP” logo facing directly up at the ceiling or the sky and hand directly underneath the Sphere. Try have the sphere level with ground. Once you feel the angle is correct, gently push up and release the sphere from your hand. The Wonder Sphere™ should float straight up hover for a moment and then descend slowly down. Catch it and practice again sending the Wonder Sphere™ to various heights. This will give you an understanding of how it moves.

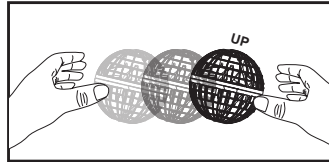


STRAIGHT BOOMERANG

For this trick, you will most likely need to hold the Wonder Sphere™ with one hand from the side by putting your thumb and your forefinger on the thick line in the center of the frame. Next we “set the angle”. This time we should tilt the sphere 15-20 degrees backwards towards ourself. The “UP” logo should now be pointing at your nose and you can imagine an invisible line between your nose and the “UP” logo. Next, with medium strength, throw the sphere outward while maintaining the angle and release the sphere. The Wonder Sphere will advance forward and then fly back to you. You may need to practice this several times to get the hang of it. Be patient.

ADDITIONAL TRICKS

There are numerous tricks that you can create with the Wonder Sphere™. All of these tricks are based on a combination of setting the angle first and then how you release the sphere. Have fun, be creative and test out ideas and theory’s! Create exciting new moves and share them on social media or with friends and family, the sky’s the limit!!!



PASS TO ANOTHER

Starting with holding the Wonder Sphere™ in one hand like you did in “HOVER AND CATCH”. Next set the angle by tilting the Sphere so the “UP” logo is leaning forward 15-20 degrees towards the individual that you intend to pass the sphere to.

remember the sphere has its own propulsion and will always follow the angle of the “UP” logo.

Next, maintaining the angle, move your hand forward and gently release the sphere. It should follow the angle of the “UP” logo and float to your friend.

Note: the greater the angle the faster the sphere will fly.

WARNING

Do not attempt to use this product without watching this tutorial!!!

HOLD YOUR PHONES CAMERA OVER QR CODE



The Wonder Sphere™ cannot be thrown like a normal ball. The Wonder Sphere™ is self-propelled and works similar to rocketry following user set trajectories. Watch the video and master the Wonder Sphere™.

Limited 90-Day Warranty

NORTH AMERICA

AMAX Group USA warrants to the original consumer that this product is free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, AMAX Group USA will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to our warranty center ALONG WITH THE ORIGINAL RECEIPT evidencing that the product was purchased from an approved AMAX retail partner and that the product is still within the 90 day warranty period. The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use or unreasonable use of the unit. Removal of any parts/components voids all warranties. This warranty does not cover cost of repairs made or attempted outside by third-party individuals or companies. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

REPAIR/REPLACE PRODUCT

If your product begins to malfunction or stop working, immediately contact our warranty center (contact details listed below). If it is determined that a return is necessary, our warranty department will issue you an RMA number/form and an address to the nearest return center for shipping the product to us. When honoring the warranty, AMAX reserves the right to either repair, replace or refund the product.

IMPORTANT NOTICE:

We will reject and return to sender returns that are not accompanied by an AMAX issued RMA form and RMA number so make sure to contact our warranty center before attempting to return your product!

PREPARATION FOR SHIPPING YOUR PRODUCT:

Please repack your product in a durable box, preferably in the original carton, and send it prepaid, and adequately insured. Include the RMA form that was issued by our warranty department along with your daytime telephone number and email address inside the shipping carton. If your warranty has expired and you still require service please contact our customer care team For further information please send all inquiries to: customercare@amaxbrands.com

IMPORTANT NOTICE!

DO NOT ATTEMPT TO SHIP YOUR PRODUCT BACK WITHOUT FIRST CONTACTING OUR WARRANTY DEPARTMENT AT:

www.amaxbrands.com

Email: customercare@amaxbrands.com