

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.

RECHARGEABLE BATTERY:

This Wonder Sphere™ uses an internal Lithium Ion rechargeable battery and is not replaceable. If the battery no longer stays charged, dispose of it properly according to local disposal requirements.

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

This Regulation require it to be separately collected so that it can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space.

Batteries or battery packs must be recycled or disposed of properly. When this product has reached the end of its useful life it should not be disposed of with other household waste.

You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.

Please do your part by keeping this product out of the municipal waste stream!

The "wheelie bin" symbol means that the battery should be collected and not be disposed of with other household waste.

The toy is only to be connected to Class II equipment bearing the symbol.



WEEE Directive & Product Disposal

At the end of its serviceable life, this product should not be treated as household or general waste. It should be handed over to the applicable collection point for the recycling of electrical and electronics equipment, or returned to the supplier for disposal.

Internal/Supplied Batteries

This symbol on the battery indicates that the battery is to be collected separately. This battery is designed for separate collection at an appropriate collection point.



WARNING!

CHOKING HAZARD - Small parts.
Not suitable for children under 3 years.



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Kaupún 3-7, 210 Gardabaer
Iceland
www.costco.is

Conforms to safety requirements of EMC and EN71.

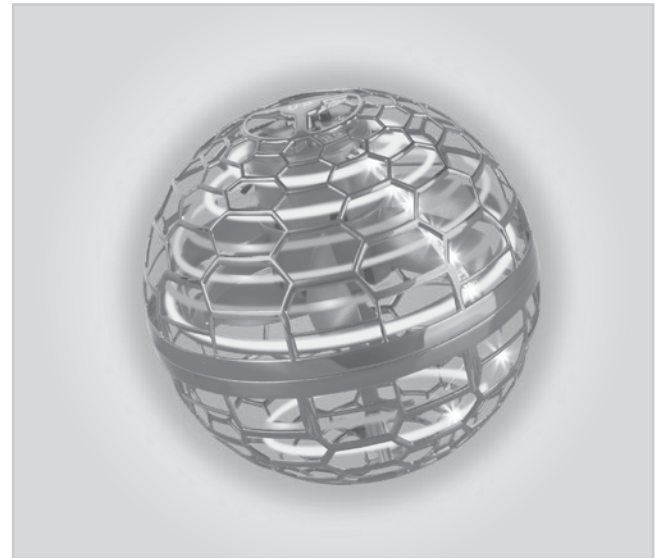
The instruction manual must be retained since it contains important information.

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™ are the registered trademark of Amax Group ©2023 All rights reserved.

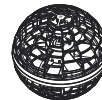
Made in China
CT-6433
C008-ENG-V1.0



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

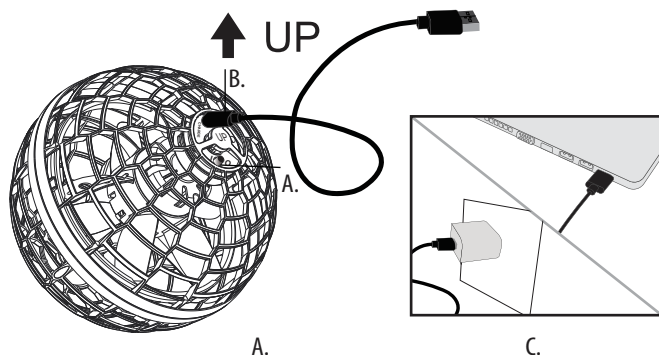
Colors and styles may slightly vary.

PACKAGE CONTENTS

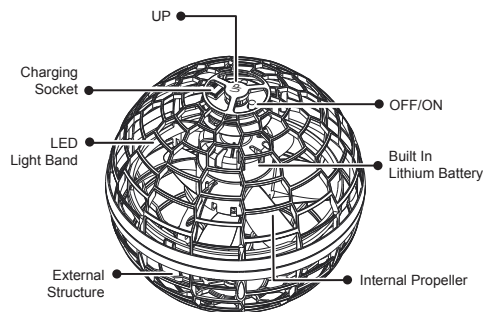
- Wonder Sphere™
- USB charger
- Instruction Booklet

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!



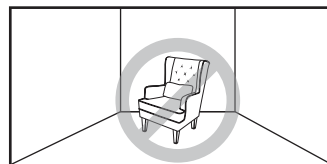
PREPARING FOR FLIGHT

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

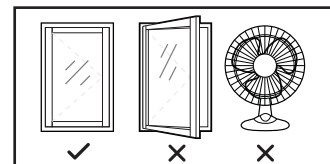
DO NOT ATTEMPT TO FLY YOUR WONDER SPHERE™ IF THERE IS RAIN, SNOW, HEAVY WINDS, THUNDER OR LIGHTNING OUTDOORS. IT COULD DAMAGE YOUR PRODUCT.

LET'S GET STARTED!

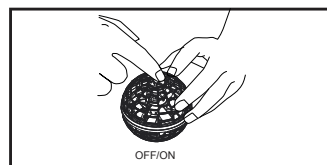
Follow these simple steps in EXACT ORDER and you will be successfully flying your Wonder Sphere™ in no time at all!



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.

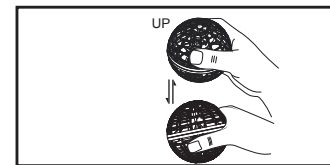


Make sure all sources of wind like ceiling fans, floor fans and opened windows are turned off and closed. Central air conditioning should be okay but it is a good idea to stay away from strong drafty areas.



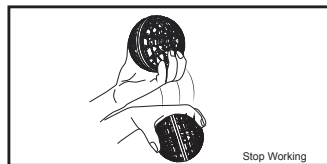
OFF/ON

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.



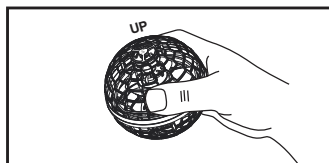
MOTOR OFF

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.

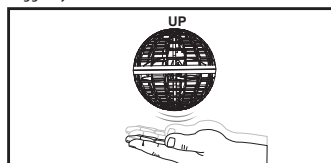
SETTING THE ANGLE

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.



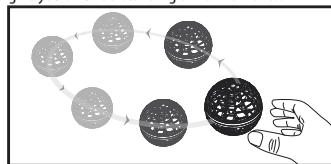
HERE ARE SOME BASIC TRICKS

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.

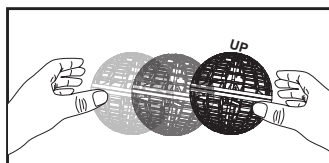


STRAIGHT BOOMERANG

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™

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 USB Charging Cord 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.

- This toy is only to be connected to equipment bearing either of the following symbols:  or 

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