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## ATHLERIA Flying ball

# ATHLERIA Gold Magic Flying Orb Ball User Manual

Model: Flying ball

## INTRODUCTION

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The ATHLERIA Gold Magic Flying Orb Ball is an interactive flying toy designed for indoor and outdoor use. It features hand-controlled flight, dazzling RGB lights, and a durable, child-friendly design. This manual provides essential information for safe and optimal operation of your flying orb ball.



Image: The ATHLERIA Gold Magic Flying Orb Ball hovering above a hand, showcasing its illuminated design.

## SAFETY INFORMATION

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- For external use only.
- Avoid contact with eyes.
- Keep away from naked flame or direct heat sources.
- The propelling parts are confined inside the drone ball to prevent eye injuries.
- Do not disassemble the product or allow the non-replaceable battery to get damp.
- If the flying ball toy becomes seriously heated, allow it to cool before charging.
- Do not charge in extremely hot or cold environments.
- Never charge the product unattended for extended periods.
- This product is not suitable for children under 6 years old.
- Keep face, ears, and hair away from the flying ball during operation.
- Do not insert fingers into the flying ball when it is operating.

## SETUP

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## Charging the Device

The ATHLERIA Flying Orb Ball features a built-in rechargeable battery. Use the provided USB charging cable to connect the device to a suitable power source (e.g., computer USB port, USB wall adapter). A full charge typically provides 15-20 minutes of play time. Ensure the device is cool before charging if it has been recently used.

## Initial Power On

1. Locate and press the on/off button to power on the device.
2. Gently shake the ball to initiate rotation and begin flight. Shake again to stop rotation.



Image: Step-by-step instructions for powering on and initiating flight with the flying orb ball.

## OPERATING INSTRUCTIONS

The ATHLERIA Flying Orb Ball is controlled by hand gestures and throwing angles. Experiment with different angles and speeds to achieve various flight patterns.

### Flight Modes

- **Boomerang Effect:** To make the orb return to your hand, toss it upwards at approximately a 30-degree angle. The orb will spin around its axis perpendicular to the direction of flight and curve back.
- **Straight Flight:** For straight flight, toss the orb downwards at approximately a 30-degree angle under a horizontal direction. This allows it to fly towards a target.
- The orb can also float, glide, and climb through the air based on your throwing technique.



Image: Children engaging with the flying orb ball, demonstrating its indoor play capabilities.

### Indoor and Outdoor Use

The flying orb ball is suitable for both indoor and outdoor environments. Its flexible spherical cage protects it from damage upon impact with furniture or other objects. The built-in RGB lights enhance visibility and enjoyment, especially when playing in low-light conditions or at night.



## LED LIGHTS

FOR NIGHT FLIGHTS!








Fly back like a boomerang



Travels straight line



Let's the magic happen



New added speed controller



Image: The flying orb ball displaying its vibrant RGB LED lights while held in a hand.

## MAINTENANCE

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- **Cleaning:** Wipe the exterior of the orb with a soft, dry cloth to remove dust or debris. Do not use harsh chemicals or immerse the device in water.
- **Battery Care:** To prolong battery life, avoid overcharging. Disconnect the charger once the battery is full. Store the device in a cool, dry place when not in use.
- **Storage:** Store the flying orb ball in a safe place to prevent accidental damage.

## TROUBLESHOOTING

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Problem	Possible Cause	Solution
Orb does not turn on.	Battery is depleted.	Charge the device using the provided USB cable.
Orb does not fly or spins erratically.	Not shaken correctly to activate; improper throwing technique.	Ensure the orb is shaken gently after pressing the power button. Practice different throwing angles and speeds.
Short battery life.	Battery not fully charged; aged battery.	Ensure the device is fully charged before use. Battery life may decrease over time with repeated use.
Orb stops mid-flight.	Impact with an object; battery low.	The orb is designed to stop automatically upon impact for safety. Recharge if battery is low.

## SPECIFICATIONS

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**Product Dimensions:** 3.74 x 3.74 x 3.74 inches

**Item Weight:** 0.7 ounces

**Model Number:** Flying ball

**Manufacturer Recommended Age:** 6 - 14 years

**Batteries:** 1 Lithium Ion battery (included, non-replaceable)

**Manufacturer:** ATHLERIA

**Included in Box:** Charging Cable

## WARRANTY AND SUPPORT

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Information regarding product warranty and customer support is not provided in the available documentation. Please refer to the retailer or manufacturer's official website for details on warranty coverage and support options.

