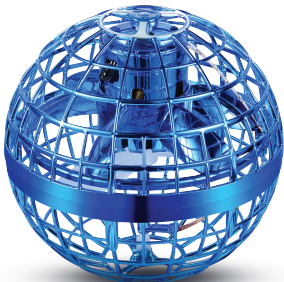


MagicBall

USER MANUAL



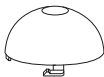
DARTWOOD

a WASSERSTEIN brand

In the Box



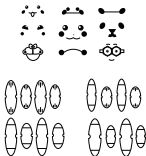
1x MagicBall



1x magnetic cap



1x micro-USB cable



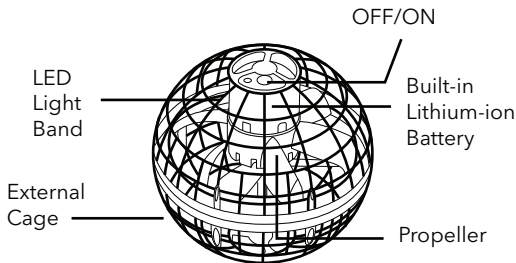
1x sticker pack

WARNING

- Keep your face, eyes, and hair away from the MagicBall while playing.
- Do not fly the MagicBall toward light bulbs, light tubes, glass, or other fragile objects.
- Do not over-charge or leave a charging MagicBall unattended for long periods of time.

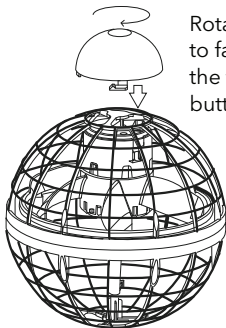


Product Overview



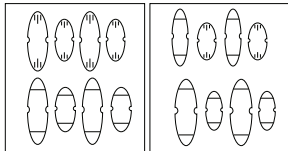
Accessories Installation

Optional magnetic cap
to use with MagicBall

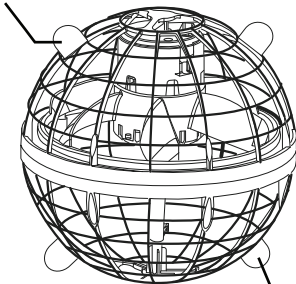


Rotate in the direction of the arrow
to fasten the magnetic dome to
the top of the toy (over the ON/OFF
button and charging port.)

Stickers



Fold and stick



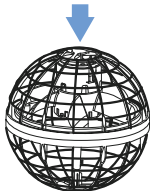
Fold and stick

Operation

1. To Turn the MagicBall ON/OFF

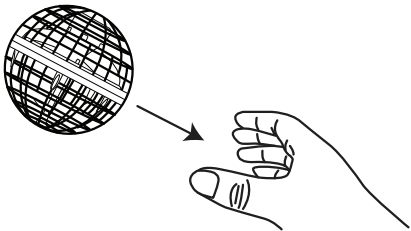
Turn the MagicBall ON by pressing the ON/OFF button with your finger. The LED lights will start flashing. Gently shake the MagicBall to activate the propeller. Gently shake it again for the propeller to stop.

Important note: The ON button should be facing upwards during the shaking phase. If it is not facing upwards, the MagicBall will not turn on automatically.



2. Boomerang Flight

Hold the MagicBall in your hand, slightly tilting the MagicBall back towards you. Practice by gently throwing it up a few feet higher than your head. With practice, the MagicBall will fly away from you and return for you to catch it.



3. Levitation

After turning it on, hold the MagicBall in your hand and gently release it upwards or ahead of you. Place your hand right underneath the MagicBall, with your palm facing up.

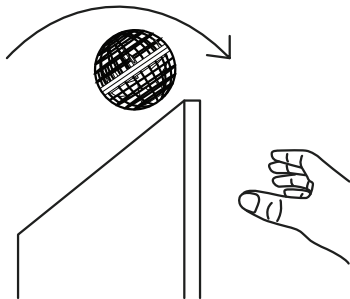
The MagicBall will float in the air over your hand and will follow your movement. Practice how close or far your hand can be to keep the MagicBall levitating over your palm!



4. Flying to a Target

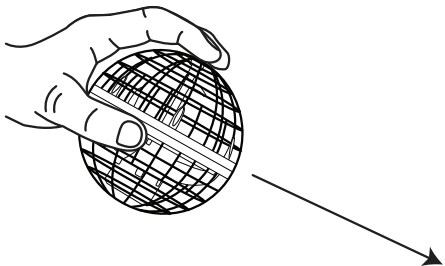
Stand next to a large object.

To use the MagicBall, turn it on and hold it in one hand next to the object. Then, toss it gently from one hand to the other. You will be amazed as the MagicBall automatically flies around the object and lands in your other hand.

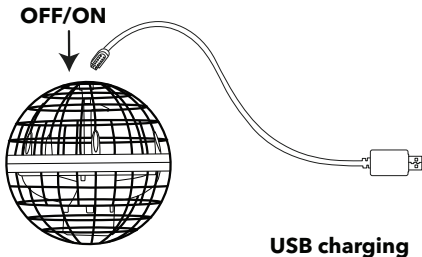


5. Flying in a Straight Path

Hold the MagicBall in your hand and let it drop slightly away from you. It will fly straight down.



Charging Instructions



1. Make sure the power button is switched to the OFF position and the MagicBall motor has completely stopped.
2. Plug the micro-USB charging cable into the charging port at the top of the MagicBall.

3. To charge the device, connect the charging cable to a USB-A port such as a laptop USB port or a mobile phone charger.
4. When charging, a red indicator light will turn on. When fully charged, the indicator light will turn off. It will take approximately 25 minutes to fully charge.
5. Disconnect the MagicBall from the power source after it is fully charged.

Caution: Built-in Battery Safety Information

- Do not disassemble or attempt to replace the rechargeable battery.
- Do not let the MagicBall and its battery get wet.
- Do not store or charge the MagicBall in an extremely hot or cold environment.

- Only charge from a suitable USB-A port.
- Keep the MagicBall and the charging cable away from flammable materials.
- Only let children charge the MagicBall under adult supervision.
- The MagicBall is not suitable for children under 6 years old.

Specifications

Model:	MagicBall
SKU:	TSM-006/TSM-004
Battery:	Lithium-ion polymer
Materials:	PP
Charging time:	25 minutes
Play time:	8-10 minutes
Suitable age:	6 years old or above

Get More Support

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contact@wasserstein-home.com



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