

BECOMING FAMILIAR WITH THE CONTROLLER



Sikorsky / Bell



Iron Eagle 2



Iron Hawk 2



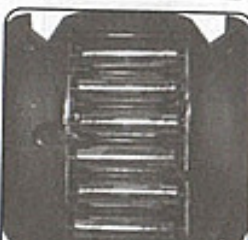
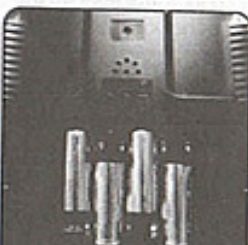
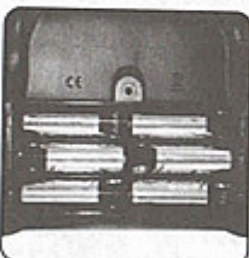
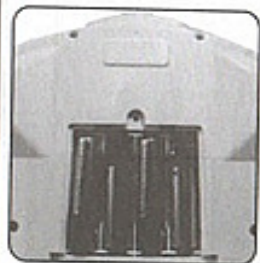
Bullet Copter 2



Eye Copter 2



Bullet Copter
Glow in the dark



Indicator Lights: 1. The controller indicator light will light up RED when the controller is turned on and working. If the controller indicator light is flashing, then the controller needs new batteries.

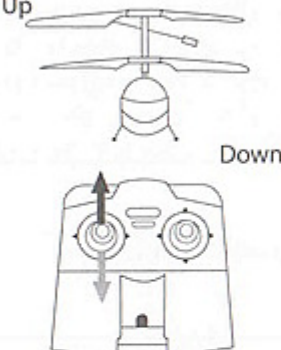
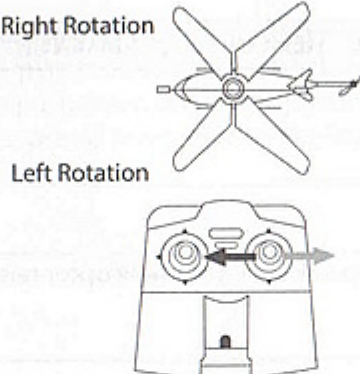
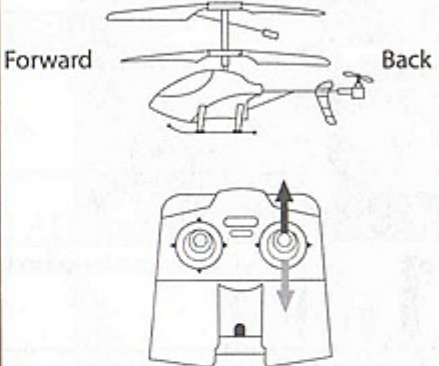
BATTERY INSTALLATION

Your controller takes 6 AA (Iron Eagle 2 - Bullet Copter glow in the dark) - 4AA (Iron Hawk, Eye Copter 2, Bullet Copter 2, Bell/Sikorsky) batteries included. Remove the battery cover on the controller and insert the batteries matching the +/- on the batteries to the +/- indicated inside the controller.

IMPORTANT: Please visit www.webrc.com/manuals for an updated manual of your product.

FLYING YOUR HELICOPTER

CONTROLLER

HOVER UP AND DOWN	TURN COUNTER CLOCKWISE AND CLOCKWISE	FORWARD/BACKWARD
<p>Up</p>  <p>Down</p>	<p>Right Rotation</p>  <p>Left Rotation</p>	<p>Forward</p>  <p>Back</p>

FIRST FLIGHT INSTRUCTIONS

STEP 1	Place the helicopter on a flat, smooth surface. An uneven surface will affect the helicopter's ability to lift off. Turn on the power switch on the helicopter.
STEP 2	Back away from the helicopter at least 6.5 feet with the head of the helicopter pointed away from you.
STEP 3	Turn on the controller power switch. The lights on the controller should be flashing.
STEP 4	Slowly push up on the left joystick. NOTE: Once the helicopter leaves the ground it automatically slowly flies forward. To sync controller with helicopter you must push the left joystick up and down several times until the propellers spin.
STEP 5	As soon as the helicopter leaves the ground, release the left joystick slightly. Worst case scenario, the helicopter will drop back to the floor, but this is better than having it crash into the ceiling if you are flying indoors.
STEP 6	If the helicopter starts to go down, push up on the left joystick gently. If the helicopter rises too quickly, gently push down on the left joystick.

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SPECIAL FUNCTIONS (Bullet Copter 2, Eye Copter 2, Bullet Copter glow in the dark)

HOW TO RECORD VIDEO AND TAKE PHOTOS

**EYE
COPTER 2**



Video Record

Photo

Blue light



Memory card



USB Port



Video/ Photo Camera

Charging Port

- Red Indicator light: The camera is connected and powered (the red light will stay on while it is powered). Flashing blue light: Insufficient video storage space. Please clear video storage space before shooting.
- Press the photo button on the controller. The blue indicator light will flash when taking a photograph. When the photo has been taken, it will be stored automatically. The red indicator light will flash briefly and then turn off. Press the video button on the controller. The blue indicator light will go on and the video will begin recording.
- To stop recording press the video button again the video will stop recording automatically and the blue indicator light will turn off.

BULLET COPTER 2
MISSILE COPTER



Firing Button

- Step 1:** Make sure that the missile is properly aligned in the missile opening.
Step 2: Slide the missile into the launch tube until you hear or feel a click. The missile should lock into place.
Step 3: Repeat for the other side.

LAUNCHING MISSILES

- Step 1:** Aim your Bullet Copter at your target.
Step 2: Press the left or right missile launch button on your controller to launch the corresponding missile.



Missile

Missile Opening

Launch Tube

⚠WARNING:

DO NOT AIM MISSILES AT ANYONE'S EYES OR FACE

BULLET COPTER
(Glow in the Dark)



Firing Button

- Step 1:** Make sure that the missile is properly aligned in the missile opening.
Step 2: Slide the missile into the launch tube until you hear or feel a click. The missile should lock into place.
Step 3: Repeat for the other side.

LAUNCHING MISSILES

- Step 1:** Push once = Launch left missile. **Step 2:** Push 2nd time = Launch right missile.



Missile Opening

Missile

Launch Tube

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Caution: The user is cautioned that 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 an experienced radio/TV technician for help.