

READ ME FIRST!

INSTRUCTION VIDEO:
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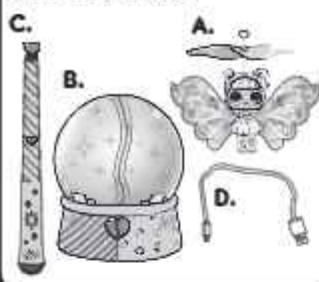


WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

AGES 6+
ADULT SUPERVISION REQUIRED
SKUs: 542254, 542261

CONTENTS

- A. 1 MAGIC FLYER
B. 1 CRYSTAL BALL
C. 1 MAGIC WAND
D. 1 MICRO-USB CABLE

**BATTERY REPLACEMENT FOR WAND**

Before beginning, an adult must install fresh alkaline batteries. Here's how:

1. Using a Phillips screwdriver (not included) remove the screw and battery compartment cover from the back of the wand.
2. Install two (2) new 1.5V AAA (LR03) alkaline batteries (not included) making sure the (+) and (-) ends face the proper direction as indicated inside the battery compartment.
3. Replace the compartment cover and tighten the screw.

**BATTERY SAFETY INFORMATION**

- Keep these instructions for future reference.
- Use only size "AAA" (LR03) alkaline batteries (2 required).
- Charging of rechargeable batteries should only be done under adult supervision.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instruction.
- Always remove exhausted or dead batteries from the product.
- Dispose of dead batteries properly; do not burn or bury them.
- Do not attempt to recharge non-rechargeable batteries.
- Avoid short-circuiting battery terminals.
- Remove batteries before placing the unit into storage for a prolonged period of time.

WARNING

Risk of eye injuries. Do not fly near face to avoid injury.

- ADULT SUPERVISION REQUIRED when children are playing with flyer.
- DO NOT touch spinning propellers.
- Never use near steps, pools, or areas that may be hazardous to a child.
- WARNING: This toy produces flashes that may trigger epilepsy in sensitized individuals.

IMPORTANT INFORMATION

- **Play with flyer in a large open room, free of furniture.**
- Magic Flyer is intended to be flown indoors only.
- Please keep this manual as it contains important information.
- Keep long hair tied back and loose apparel, such as shoestrings away from the rotating propellers.
- To control your flyer requires specific skills and should be taught and used under direct supervision of an adult.
- Do not modify the unit or flyer in any way.
- Do not use flyer in or near water or power lines.
- Always keep your eyes on the flyer to prevent it from landing or crashing near your head, body or other people.
- Regularly examine flyer, magic ball, magic wand, plugs and charger for any damage before use.
- Never operate product if it is damaged.
- Keep the toy away from direct sunlight and/or direct heat.
- Do not expose unit to moisture of any kind.
- Wipe the unit with a damp cloth, if needed.
- Always stand when playing with flyer so to avoid crashing into flyer while in flight.
- Always turn off flyer when not in use.
- Never hold or throw any objects into the spinning propellers.
- NOTE: The hovering level may vary at different ground color and material reflection.
- The faster you swing the wand, the higher the toots will fly.

Let's care for the environment!
The wheeled bin symbol indicates that the product and its batteries must not be disposed of with other household waste. Please use designated collection points or recycling facilities when disposing of the item.

FCC COMPLIANCE

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:

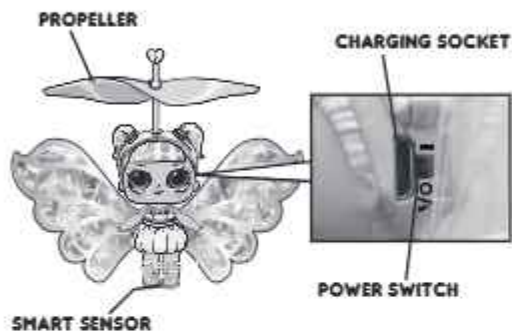
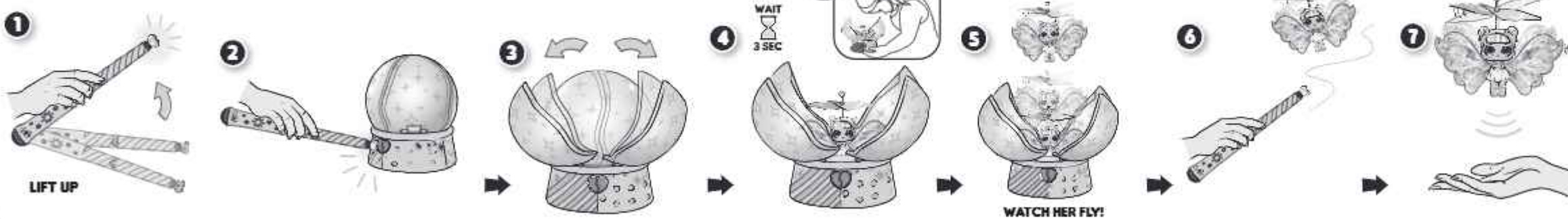
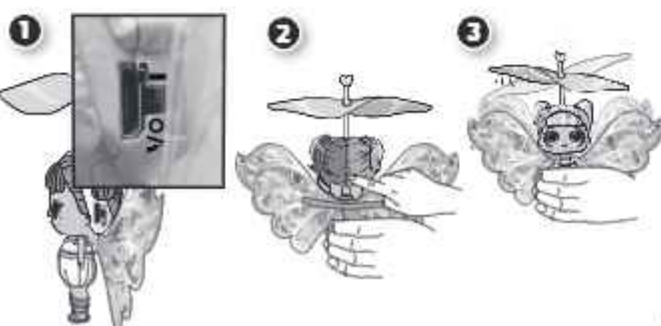
- Reorient or relocate the receiving antenna.
 - Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.
- This device 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.
- Caution: Modifications not authorized by the manufacturer may void user's authority to operate this device. CAN ICES(B)/NMB(B).

BATTERY REQUIREMENT FOR FAIRY:

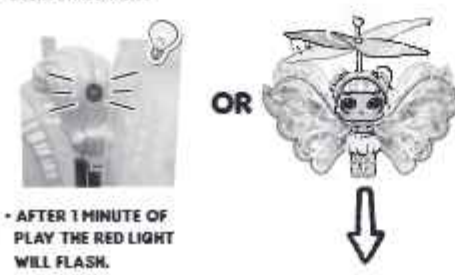
DC 3.7V / 100mAh / 0.37Wh
LI-POLY BATTERY
REQUIRED (INCLUDED)

This product is equipped with a LiPo rechargeable battery. Please pay attention to the following safety instructions.

- Do not dispose the battery in fire or heat.
- Do not use or leave the battery near a heat source such as a heater.
- Do not strike or throw the battery against a hard surface.
- Do not submerge the battery in water. Keep the battery in a cool dry environment.
- Only use the provided charging cord.
- Do not over-charge the battery.
- Do not connect the battery to an electrical outlet.
- Do not solder the battery or pierce the battery with a nail or other sharp object.
- Do not transport or store the battery with metal objects such as necklaces, hairpins etc.
- Do not disassemble or alter the battery.
- This toy contains a battery that is non-replaceable.

GET TO KNOW YOUR FLYER**DO'S AND DON'T'S****NORMAL PLAY****MANUALLY OPEN BALL****PLAY WITHOUT BALL****HOW TO STOP YOUR FLYER**

- Do not grab flyer by wings or propeller when stopping it. Grabbing them may cause damage.
- Keep hands and wand away from your flyer and it will come down on it's own.

**CHARGING YOUR FLYER**

- Before charging, wait 15 minutes or more to let battery cool down.
- Charge your flyer for 25-30 minutes, or until light turns off.
- You will get approx 4 minutes of play time per every charge.



THIS TOY IS ONLY TO BE CONNECTED TO EQUIPMENT BEARING EITHER OF THE FOLLOWING SYMBOLS:



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