



Master Blaster Instructions



Recharge

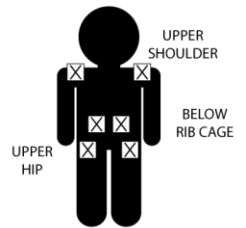
1. The rechargeable batteries are already installed. The unit cannot be opened as this will void the warranty.
2. We recommend charging the stun gun before it is used. Simply plug the charging cord into the bottom of the unit and into a standard outlet. The red light will come on while charging. **IMPORTANT:** do not charge for more than 8 hours at a time. Overcharging can damage the unit and void the warranty. Under normal use the unit will need to be recharged for 8 hours every 60 days. If the LED light is used frequently or if the electrical current becomes noticeably weaker, the unit will need to be recharged. You need to keep the battery charged during storage. The battery must be charged every 3-4 months to keep the battery fresh and operational.

Testing (WARNING: Do not test fire the stun gun for more than 1 second as this will damage the unit and void the warranty.)

1. With the safety switch in the bottom position, plug the disable pin into the bottom of the unit.
2. Push the switch to the middle position and the LED flashlight will come on.
3. Push the switch to the top position and the red light will come on, indicating the unit is ready to discharge.
4. Press the Stun Activation Button to test fire the unit. Do not hold down the button for more than 1 second. You will see and hear a charge fire across the top of the unit between the test probes.

Using the Stun Gun in Self Defense

1. With the safety switch in the top position, touch your assailant's body with the contact probes and press the Stun Activation Button.
2. Touching anywhere on the assailant's body will have an effect. However, the maximum effect is achieved in the areas shown to the right:
3. When touching the assailant's body, you will not see or hear the electrical charge as you do when the unit is test fired. You can hold down the Stun Activation Button for more than 1 second, as this will not damage the unit as it will when being test fired.
4. You do not have to be concerned about the effects of the charge being transferred to you. Even if the assailant touches you while being stunned, you will not feel the effects of the charge.



Effects of the Unit on an Assailant

1. Touching an assailant for less than 1 second will cause minor muscle contractions and have a repelling effect.
 2. Touching an assailant for 1 to 2 seconds will cause muscle spasms and a dazed mental state.
 3. Touching an assailant for 3 to 5 seconds will cause loss of balance and muscle control, total mental confusion, and disorientation. All effects to the assailant are temporary; the stun gun can cause no permanent harm.
- (NOTE: The device should not be used for longer than 5 seconds.)

WARRANTY: *Safety Technology* extends a lifetime warranty to the **Master Blaster** for the product against defects in materials or workmanship, with the following exceptions:

1. The warranty does not cover damage resulting from accident, misuse or abuse, lack of reasonable care, moisture, the affixing of any attachment not provided with the product, loss of parts, or recharging the unit in any manner not in accordance with the included instructions.
2. The warranty will be voided if the unit has been opened or tampered with in any way (unless by an authorized dealer) or if any unauthorized replacement parts have been used.

NOTICE: Purchaser must check and abide by all local laws governing the possession and use of stun guns. In addition, the stun gun must only be used in a lawful manner for self- defense. NOTE: Not to be used on children, persons with heart disease, or any vital part of the human body. Not to be stored or used in environments where it is damp or humid or where there are extreme hot or cold temperatures. Do not use on metal objects.