

LIMITED TWO-YEAR WARRANTY

All ZAP™ products are guaranteed for 2 years from purchase date to be free from defective materials and workmanship.

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.

TO OBTAIN SERVICE:

For technical support or assistance with your ZAP™ product, please call 1-877-374-7900. Damage or loss occurring during shipment is not covered by this warranty.

CONDITIONS OF SALE: Purchase of this product is an agreement by the purchaser/user to hold all sellers and manufacturers harmless of all liabilities and damages. The purchaser/user assumes all responsibility for the use and misuse of this product. Check your state and local laws in regard to possession and/or use of stun guns.

For technical assistance or further information,
Contact PS PRODUCTS, at 501-374-7900, 9:00 AM to 5:00 PM, CST



PS PRODUCTS, INC.

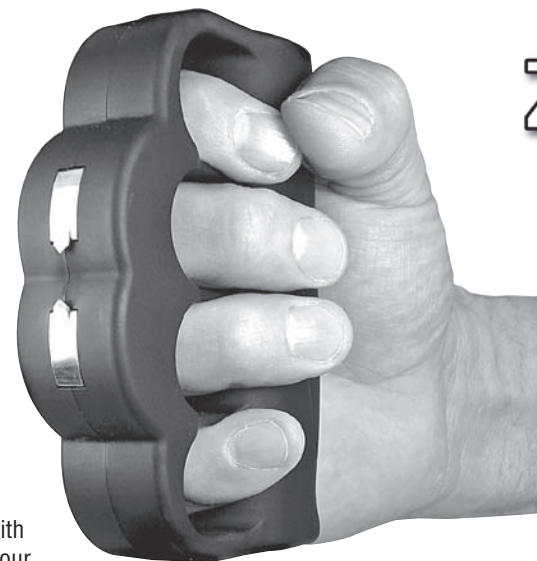
Little Rock, AR • 501-374-7900 • Toll Free: 1-877-374-7900
www.psproducts.com • info@psproducts.com



READ and SAVE these instructions before charging and before use.

ZAP BLAST KNUCKLES™

MODEL ZAPBK - 950.000 VOLTS



PS PRODUCTS
PATENT #
US D561, 294S

- Rubber coated with soft contour grip for full control
- Red LED on/off indicator
- Perfect for joggers
- Includes 2 lithium CR123A batteries and heavy nylon case with belt clip

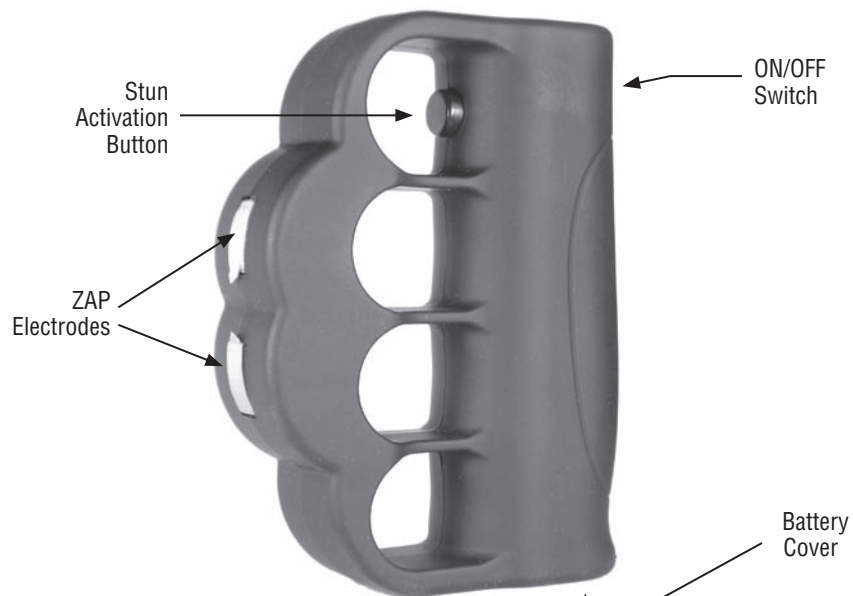


1 WARNING

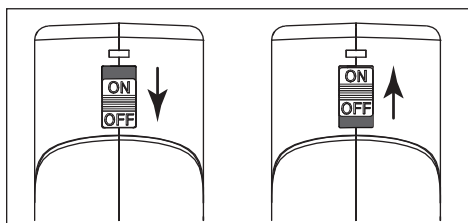
- This device is not water-resistant. Keep away from water, rain, etc. If any liquid or foreign object has entered the unit, do not use, consult your authorized dealer.
- Do not touch the internal parts. These are high tension circuits that may cause severe electric shock.
- Do not open, disassemble or modify this device, as it may cause damage to the unit. For internal repairs, consult your authorized dealer.

- Keep away from flammable materials.
- Never store near hot objects, in direct sunlight or at a temperature above 140°F.
- Keep out of reach of children.
- Use only in a lawful manner. Check state and local laws for stun gun restriction
- Do not discharge the unit into the air for more than 1 second at a time. Continuous firing for a longer duration can damage unit and will void the warranty.
- This device may only be sold to a person 18 years or older.

2 YOUR ZAP BLAST KNUCKLES™

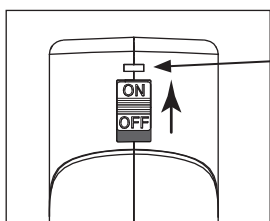


ON / OFF SWITCH



DOWN position:
Power off

UP position:
Stun ready



STUN-READY INDICATOR LIGHT

- When ON/OFF switch is in stun-ready (UP) position, the red stun-ready light comes on to indicate the unit is ready for use.

3 BATTERIES

NOTE: Batteries may be covered with a clear plastic film for protection during shipping. This plastic must be removed for proper battery function. Before using first time

- Make sure your ZAP™ Stun Gun is switched to power-off position before installing the batteries.

- Open battery door and install 2 new lithium CR123A batteries, noting the correct polarity. Replace the battery door.

Replacement of batteries

- When the electric arc of your ZAP™ Stun Gun gets weak, it is time to replace the batteries.
- Always use CR123A lithium batteries. For best performance, use genuine ZAP™ brand batteries.

4 USING YOUR STUN GUN

USE A ZAP™ STUN GUN ONLY AS A DEFENSIVE WEAPON. This product is suitable to be carried at all times, including walking, jogging, hiking, bicycling, entering or leaving buildings, etc. The ZAP™ should only be used when you would be justified to prevent an unwanted encounter.

PUSH THE STUN ACTIVATION BUTTON to discharge the unit.

A SHORT BLAST (1/4 second) will startle an attacker, cause minor muscle contractions and can have a repelling effect.

A MODERATE BLAST (1 - 4 seconds) can cause attacker to fall and can cause mental confusion. It may make the assailant unwilling to continue attack, but they will be able to get up almost immediately.

A FULL BLAST of 5 seconds or more can immobilize an attacker, causing disorientation, loss of balance, falling to the ground, weakness and leaving them dazed for several minutes afterwards.

THE ZAP™ CHARGE will have an effect anywhere on the body, but the maximum effect is in areas marked with an "X" in the drawing.

While using a ZAP™ Stun Gun, you cannot suffer a charge-back to your own body, even if the attacker is holding you.

BATTERIES: Test fire your ZAP™ Stun Gun periodically for familiarity, performance and reliability. You should replace batteries or recharge when electrical arc gets weak.

Always keep stun guns out of the reach of children. Keep away from flammable gasses, as an explosion may occur. Must be 18 to purchase. ID check required. Check state and local laws regarding product usage.

