

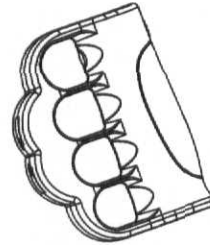


MODEL#: ZAPBK950

BLAST KNUCKLES

STUN GUN

INSTRUCTION



WARNING: *Keep out of reach of children. Use only in a lawful manner. Check state and local laws for restrictions.*

MADE IN CHINA

CONTENTS

- * One ZAP™ Blast Knuckles Stun Gun
- * Two Lithium Batteries
- * One Carrying Case

SAFETY WARNINGS

1. Do not turn on the safety-interlock switch when it is not in use.
2. Do not activate the ZAP™ Blast Knuckles Stun Gun if it is wetted with water or liquids.
3. The electric arc of the ZAP™ Blast Knuckles Stun Gun should not touch any objects or persons if not needed.

OPERATION

1. Open the battery door and install two Lithium batteries (included) with correct polarity as shown in Fig.1. Replace the battery door.

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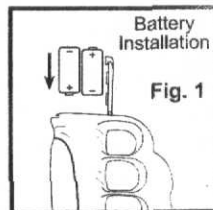


Fig. 1

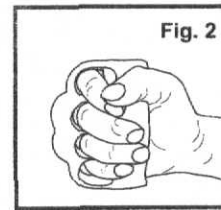
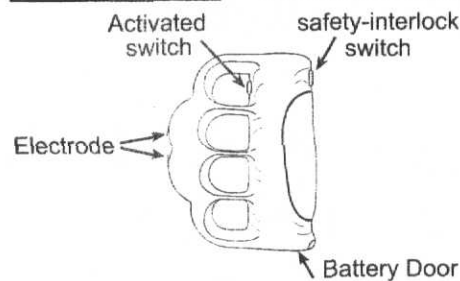


Fig. 2



2. Use one hand (left or right) to hold the grip of the ZAP™ Blast Knuckles Stun Gun as shown in Fig.2.
3. Use the thumb to turn on the safety-interlock switch.
4. Squeeze the contour grip with fingers to activate the ZAP™ Blast Knuckles Stun

Gun.

5. The 950,000 volt electric arc is sparking between two electrodes. If not, please repeat step #1 and check the polarity of batteries.
6. Release the safety-interlock switch after test and store the ZAP™ Blast Knuckles Stun Gun in the safe place.

EFFECTS OF THE ZAP™ BLAST KNUCKLES STUN GUN

1. A short blast of 1/4 second duration will startle an attacker, cause minor muscle contractions and have a repelling effects.
2. A moderate length blast of 1 to 4 seconds can cause an attacker to fall to the ground and result in some mental confusion. It may make an assailant unwilling to continue an attack, but he will be able to get up almost immediately.
3. A full charge of 5 seconds or more can immobilize an attacker, cause disorientation, loss of balance, falling to the ground and leave them weak and dazed for some

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minutes afterward.

NOTES:

- a) Any ZAP™ Blast Knuckles Stun Gun lasting over 1 second is likely to cause your assailant to fall. If you do not help them down, gravity may injure them.
- b) The ZAP™ Blast Knuckles Stun Gun will have an effect anywhere on the body, but the maximum effects is in these areas. See 'X' marks as shown in Fig.3.

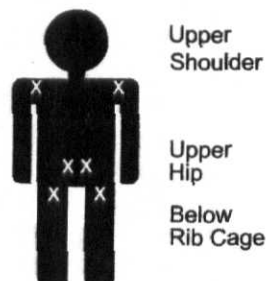


FIG.3.

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

Please keep this ZAP™ Blast Knuckles Stun Gun out of reach of children, in rooms with flammable gases as well as around gas stations, and the use of stun gun is not allowed since it can cause explosion. Only use this ZAP™ Blast Knuckles Stun Gun in case of emergency as a defensive weapon. This ZAP™ Blast Knuckles Stun Gun is only allowed to sell to a person over 18.

REPLACEMENT OF BATTERIES

When the electric arc of ZAP™ Blast Knuckles Stun Gun is getting weak, it is time to replace two batteries in order to maintain the ZAP™ Blast Knuckles Stun Gun with normal strength of power. The part number of 3V Lithium battery is CR123A.

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WARRANTY

The ZAP™ Blast Knuckles Stun Gun is guaranteed to be free from defective materials and workships for one year from the date of original purchase. Any alters or attempts for repair of ZAP™ Blast Knuckles Stun Gun will void the warranty.

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