

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.

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READ and SAVE these instructions before charging and before use.

ENFORCER™

MODEL ZAPEN - TWO MILLION VOLTS



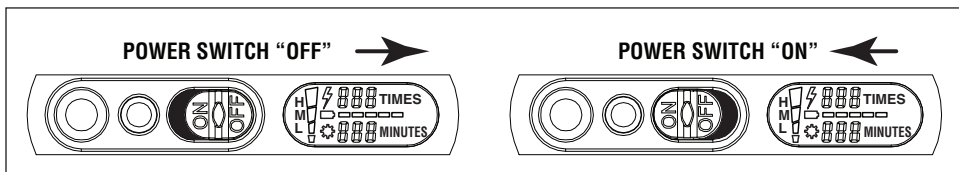
- Can shock over 500 times or light over 12 hours continuously
- 110 lumens LED light output. CREE XR-E 3W LED technology
- 4 flashlight modes: High-Med-Low-Strobe
- Real time display shows run time and number of remaining shocks
- Intelligent charging system - can't overcharge
- Aerospace grade aluminum body
- Also suitable for use as a striking weapon.
- Includes sturdy belt-clip holster case and wall charger

1 WARNING

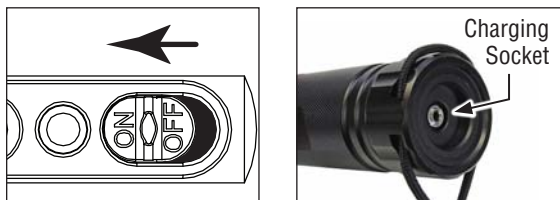
- This device is not water-resistant. Keep away from water, rain, etc. If any liquid or foreign object has entered the unit, do not use, consult your authorized dealer.
- Do not touch the internal parts. These are high tension circuits that may cause severe electric shock.
- Do not open, disassemble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



3 CHARGING



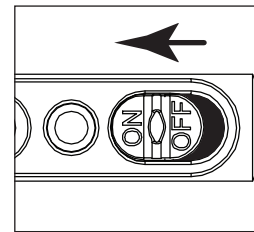
• **IMPORTANT:** Make sure the unit is in **POWER ON** position for charging.

- Connect the charger to the charging socket of the unit, then to wall socket.

- Body of device may become warm while charging
- Charging at temperatures below 40°F and higher than 95°F adversely affects lifetime of batteries.

NOTE: if flashlight feature is working, but the stun gun is not working, the unit is not defective, please recharge immediately.

4 USE AS A FLASHLIGHT



- Turn on the led flashlight by pushing the on/off switch to ON position.
- Press the flashlight button:
Once time for HIGH,
Two times for MEDIUM,
Three times for LOW
- For STROBE MODE, press flashlight button and hold button down for 10 seconds.

WARNING: Do not try to unscrew the flashlight cover. Doing so will void the warranty.

5 USE AS A 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.

