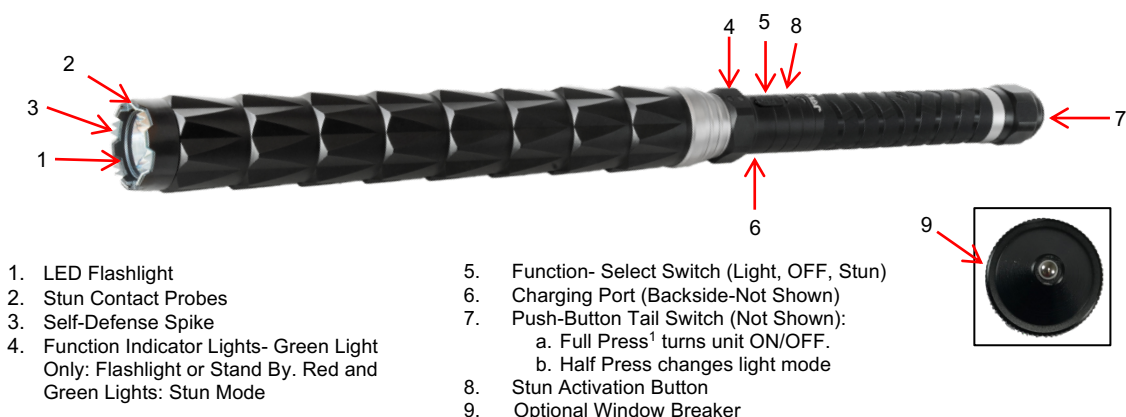







## JM100 Instructions



1. LED Flashlight
2. Stun Contact Probes
3. Self-Defense Spike
4. Function Indicator Lights- Green Light Only: Flashlight or Stand By. Red and Green Lights: Stun Mode
5. Function- Select Switch (Light, OFF, Stun)
6. Charging Port (Backside-Not Shown)
7. Push-Button Tail Switch (Not Shown):
  - a. Full Press<sup>1</sup> turns unit ON/OFF.
  - b. Half Press changes light mode
8. Stun Activation Button
9. Optional Window Breaker

**IMPORTANT:** Before using we recommend that you take time to familiarize yourself with this unit. The key to understanding how it operates is the “Function-Select Button (5).” Each time this button is pressed, the function changes in the following order: Light, Stun, Off. To help you remember the order, the corresponding symbol is shown below the Function-Select Button:  for LIGHT,  for STUN, and  for Standby. When not in use all lights should be off.

### RECHARGING

1. The batteries charge while inside the unit and they are already installed so there is no need to remove them unless you want to replace the rechargeable batteries. To access the batteries, turn the bottom of the handle counter clock wise.
2. We recommend charging the stun baton before it is used. Plug the charging cord into the Charging Port (6) in the middle of the baton and plug the other end into a standard outlet. A red light on the electrical plug will illuminate while the unit is charging and then turn green when fully charged. Charge for 4 hours. Then unplug the unit from the charging cord. **IMPORTANT: do not charge for more than 5 hours at a time.** Overcharging can damage the unit and void the warranty. When used infrequently the unit will need to be recharged for 4 hours every 60 days. If the flashlight is used frequently or if the electrical current or flashlight becomes noticeably weaker, the unit will need to be recharged.

### USING THE FLASHLIGHT

**Overview:** This unit features three light strengths (High, Medium, & Low) and two light patterns (SOS & Strobe). When the situation does not require maximum light strength, the lower light settings can be used to extend the battery life.

1. Move the Function- Select Switch (5) up to the top (Light) position.
2. Fully press<sup>1</sup> the Push-Button Tail Switch (7) to turn on the unit. If the Optional Window Breaker (9) is covering the Push-Button Tail Switch (7) it will first need to be unscrewed. When pressing the Tail Switch (7) you will hear the button click and see the flashlight turn on.
3. You can change the light mode by *either* half pressing the Push-Button Tail Switch (7) or moving the Function-Select Switch (5) to the middle (OFF) position then back up to the top (Light) position. If you press the Push-Button Tail Switch (7) too hard you will hear a click and the flashlight will turn off. Fully press this button again to turn the light back on and try half pressing again to change the light mode.

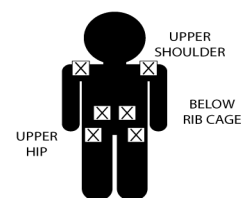
### TESTING THE STUN GUN

**(WARNING: Do not test fire the stun baton for more than 1 second as this could damage the unit and void the warranty.)**

1. Move the Function- Select Switch (5) down to the bottom (Stun) position.
2. Fully press<sup>1</sup> the Push-Button Tail Switch (7) to turn on the unit. Both the red and green Function Indicator Lights (4) will turn on to confirm it is in stun mode and ready to test the stun gun.
3. Press the Stun Activation Button (8) to test fire the unit. Do not hold the button down for more than 1 second. You will see and hear the electrical current fire across the top of the unit between the contact probes.
4. Once your test is complete, fully press<sup>1</sup> *either* the Push-Button Tail Switch or the Function-Select Button to turn the unit off.

### USING THE STUN BATON IN SELF DEFENSE

1. Before using the stun baton in self-defense, we recommend you become familiar with how this unit operates so you can quickly protect yourself with the Stun Function. See *How to Quickly Access the Stun Function* below.
2. Using the directions above, move the unit into the Stun Mode.
3. Touch your assailant's body with the contact probes and press the Stun Activation Button.



<sup>1</sup>Full Press: When fully pressed, you will hear a clicking sound.

4. Touching anywhere on the assailant's body will have an effect. However, the maximum effect is achieved in the areas shown to the right:
5. When touching the assailant's body, you will not see or hear the electrical current as you do when the unit is test fired. You can hold the Stun Activation Button down for more than 1 second, as this will not damage the unit, as it will when being test fired.
6. 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.

## HOW TO QUICKLY ACCESS THE STUN FUNCTION

1. When the Flashlight is on, fully press<sup>1</sup> the Function-Select Button then press the Stun Activation Button.
2. When the flashlight is not in use, we recommend leaving the Function-Select Button in the Stun position (with both the red and green LED lights on) and fully pressing<sup>1</sup> the Push Button Tail Switch to turn the unit off. When you want to quickly use the Stun Function, fully press<sup>1</sup> the Push-Button Tail Switch and then the Stun Activation Button.

## 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 baton can cause no permanent harm. **NOTE: The device should not be used for longer than 5 seconds.**

## WARRANTY

*Cutting Edge Products, Inc.* extends a lifetime warranty to the **JM100** 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.
3. The batteries have a one-year warranty (as long as the charging instructions above have been followed). If you have problem with the unit not functioning properly, we recommend replacing the batteries to see if that fixes it.

## NOTICE

Purchaser must check and abide by all local laws governing the possession and use of stun batons. In addition, the stun batons 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.**

## 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.

## TO OBTAIN SERVICE

Contact the Authorized Dealer from whom you purchased this unit for a Return Merchandise Authorization. The return unit must be sent postage prepaid and proof of purchase is required. Damage or loss occurring during shipment is not covered by this warranty.

<sup>1</sup>Full Press: When fully pressed, you will hear a clicking sound.