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REMOTE-CONTACT
ELECTROSHOCK DEVICE (STUN GUN)

ESD «AVATAR» DK.111

Model:

AVATAR 2.0

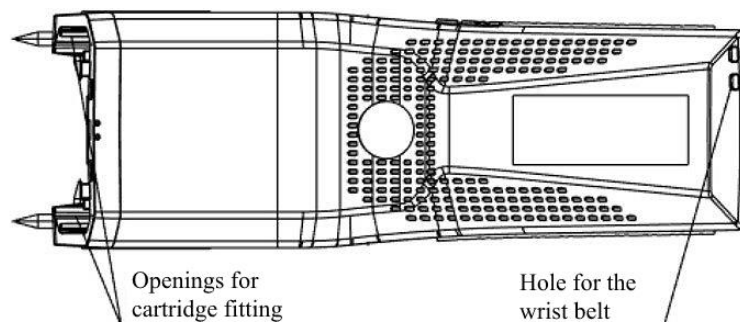
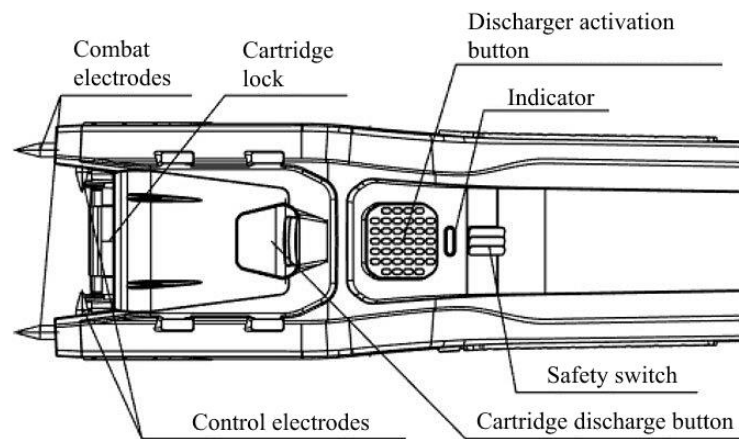
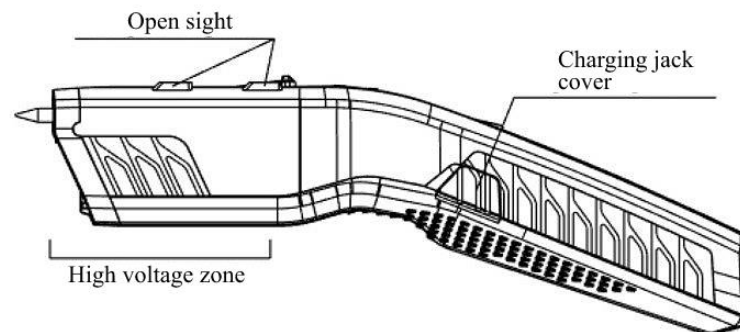
User`s manual

RE 7184-17-18824285-10 RE

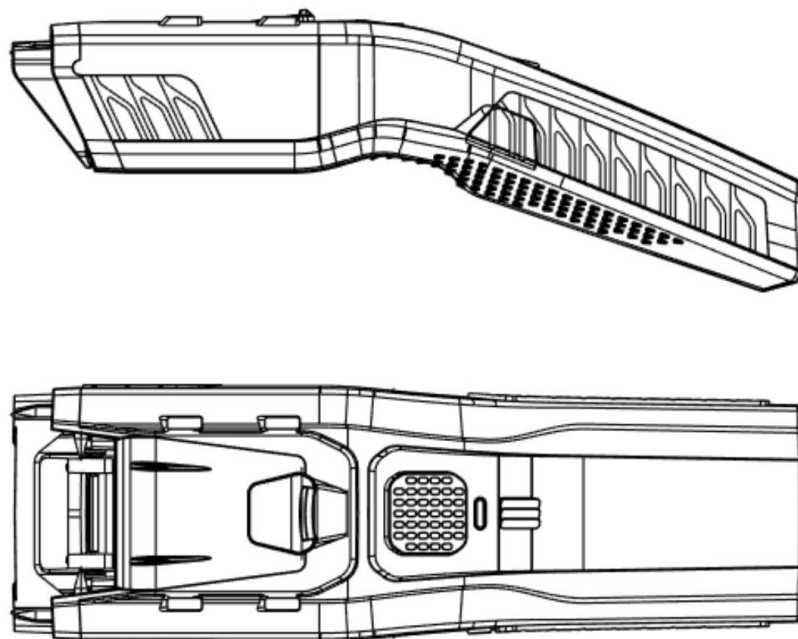
GOST R 50940-96

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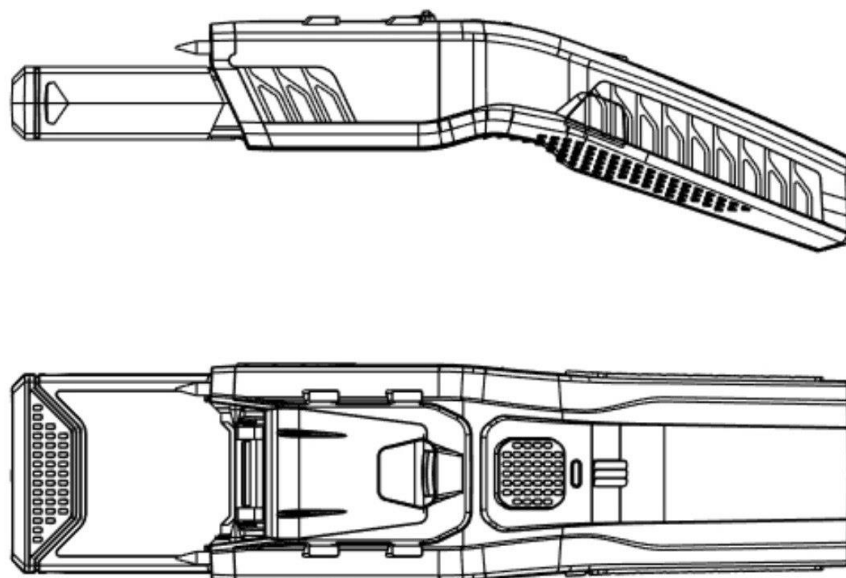
Stun gun AVATAR 2.0. View without the protective cover and the cartridge:



Stun gun AVATAR 2.0. View with the protective cover.



Stun gun AVATAR 2.0. View with the cartridge:



INTRODUCTION

This User`s manual is a document containing information about the purpose, main parameters and technical characteristics, design and principle of operation of the electroshock device "AVATAR" DK.111 (hereinafter ESD, stun gun, AVATAR, AVATAR 2.0), as well as instructions necessary for its proper and safe operation (description and operation, intended use, maintenance, storage and transportation).

The requirements and recommendations written in the UM are mandatory for ensuring operational reliability, full use of technical capabilities and maximum service life of the product.

No special training for operation is required.

Before using the stun gun, it is necessary to carefully read this User`s manual.

PRECAUTIONARY MEASURES

summary

ATTENTION! It is forbidden to modify, reconfigure, change the functionality of the stun gun.

ATTENTION! The stun gun must not be operated with a damaged power button.

ATTENTION! The stun gun can be opened and repaired out only by the manufacturer.

ATTENTION! When switching on the electroshock discharger, do not bring your hands close to the high-voltage zone and to the electrodes.

ATTENTION! Store the device with the fuse on.

ATTENTION! It is necessary to strictly follow the instructions for checking the operability described in the section "Checking the operability of the electroshock discharger".

ATTENTION! Do not expose the stun gun to prolonged heat (for example, exposure to sunlight). Excessive heating of the device can shorten the battery life.

ATTENTION! Do not store the device at negative temperatures for a long time (in winter in a car, in an unheated room, etc.), it can shorten the battery life.

ATTENTION! It is forbidden to turn on the stun gun when the battery charge level is low.

ATTENTION! It is forbidden to turn on the stun gun without closing the charging jack.

ATTENTION! When checking the operation of the electroshock discharger, do not turn it on for more than 1 second.

ATTENTION! Do not use the stun gun in water, barefoot on a concrete floor, grass, etc.

ATTENTION! Keep out of reach of children.

ATTENTION! Operation of the stun gun may affect the operation of some electronic devices (due to electromagnetic interference), so it is not recommended to turn on the device in close proximity to computers, medical equipment, etc.

ATTENTION! Do not turn on the device in places with an explosive atmosphere, places of demolition work, which, as a rule, are marked with special warning signs, at gas stations, etc.

ATTENTION! Do not turn on the device near fuel and chemicals.

ATTENTION! Do not disassemble the battery and do not short-circuit its contacts.

ATTENTION! Use of a stun gun must be justified by the inability to control the situation or stop the offense without using a weapon.

ATTENTION! According to GOST R 50940-96, the single exposure time should not exceed 3 s.

ATTENTION! It is strictly prohibited to use the stun gun against persons under the age of 16, pregnant women, persons with obvious signs of disability, as well as against persons with pronounced mental illnesses, except in cases of an attack that threatens one`s life and health.

ATTENTION! The use of a stun gun can lead to a loss of coordination, balance and cause the object of influence to fall. This can cause serious physical injuries. The persons most at risk are those who:

- May lose balance and get a serious injury to the head or other parts of the body from a fall;
- Are located on a high or unstable surface (for example, on a ladder);
- Are limited in the ability to protect yourself during a fall (for example, bound or restrained in movements);
- May fall on a sharp object (for example, holding a knife or other sharp object, or the sharp object is on the ground);
- Are in motion;
- Are driving or riding a moving vehicle (e.g. car, bicycle, train).

ATTENTION! It is forbidden to shoot the stun gun cartridges from a distance of less than 1 m.

ATTENTION! Before installing the cartridge, check for mechanical damage in the high-voltage zone.

ATTENTION! Before mounting and dismounting the cartridges on the stun gun, turn the fuse on.

ATTENTION! When mounting and dismounting the cartridges on the stun gun, direct them away from yourself.

ATTENTION! When working with cartridges, follow the instructions. The rules and precautions for handling the cartridge are described in their User`s manual.

ATTENTION! Failure to comply with rules for operation of the stun gun and its cartridges can lead to injury or death of the influenced object.

ATTENTION! The stun gun with the installed cartridge is dangerous. Do not point the working part of the cartridge at a person if you do not intend to make a shot.

ATTENTION! When holding the stun gun, do not bring your fingers close to the high-voltage zone. When the stun gun is operating, an electric high-voltage discharge passes between the electrodes.

ATTENTION! When holding the stun gun, do not bring your fingers close to the high-voltage zone. When the stun gun is operating, an electric high-voltage discharge passes between the electrodes.



Fig. Correct grip



Fig. Wrong grip

1 DESCRIPTION AND OPERATION OF THE STUN GUN

1.1 PURPOSE

Stun gun "AVATAR" DK.111 is a powerful remote-contact electroshock device designed for non-lethal contact or remote use on offenders and aggressive animals with a series of high-voltage electric current discharges.

AVATAR 2.0 is designed:

- for self-defense;
- for employees of private security companies;
- for employees of various organizations in order to ensure personal and public safety (flight attendants, postmen, medical workers, etc.), in accordance with job descriptions.

1.2 TECHNICAL CHARACTERISTICS

Maximum discharge voltage, V	90,000
Power of influence (according to GOST R 50940), W, no more than	3
Resistance to external influences: operable in the temperature range from -15 ° C to +50 ° C and relative humidity up to 98% at a temperature of +25 ° C	
Weight, kg	0.2±0.02
Overall dimensions (excluding the cover of the combat electrodes and the length of the combat electrodes), mm	(151 ±2) x (51.4±1) x (32.5±1)
Length of the combat electrodes, mm	8±1
Distance between the combat electrodes, mm	40
Recommended time of single use on an object, s, no more than	3
Check mode: Cyclic (Discharge - Pause). Discharge – no more than 1 s. Pause - no less than 5 s.	
Maximum permitted reduction in the power of impact on the object, no more than, %	25
Number of operation cycles with a fully charged battery, no less than	250
Battery: Built-in rechargeable LiPol accumulator battery *	11.1V, 600mAh
Number of battery charge cycles, at least	500

*Parameters of the battery can be adjusted by the manufacturer.

1.3 DELIVERY SET

1.3.1 Basic set

1. Stun gun "AVATAR" DK.111 (AVATAR 2.0) - 1 unit;
2. Protective cover for combat electrodes - 1 piece;
3. Automatic charger ZS-11.1-600 - 1 piece;
4. Hand belt - 1 piece;
5. User`s manual (with warranty card and passport) - 1 pc;
6. Packaging - 1 pc.

1.3.2 Additional set

- 1 .Remote electroshock cartridge for stun gun "AVATAR" DK.111.

1.4 OPERATING PRINCIPLE

AVATAR 2.0 is equipped with the electroshock discharger, which generates high-voltage current pulses, which, when used on an offender or an animal, block the processes in the attacker's nervous system and cause muscle spasm.

The use of the stun gun for its intended purpose does not pose a danger to the body and its vital activity, which is confirmed by medical and biological examinations.

A strong stopping and disorienting effect is achieved depending on the area of exposure, the time of exposure, as well as the state of the attacker.

It is important to choose the right area of exposure. It should be as close as possible to the central nervous system of the attacker. The most vulnerable points are the neck, groin, solar plexus, heart area, as well as the upper chest and upper thigh.

The effect is significantly enhanced if the combat electrodes and the affected area are held in close contact. The maximum effect is achieved when the skin is penetrated in the affected area with combat electrodes, followed by the electric discharge. To make it possible, AVATAR 2.0 has pointed combat electrodes.

The small size of the AVATAR 2.0 stun gun allows to use it unexpectedly for an attacker, increasing the effectiveness of the impact.

1.5 CONSTRUCTION

The AVATAR 2.0 stun gun is structurally made in a shock-resistant case and has a fuse to prevent accidental use, control electrodes to check performance or to scare off aggressive animals, and pointed working (combat) electrodes. It is possible to carry the stun gun on a wrist strap.

Decorative pads and a silicone plug of the battery charging connector are located on the sides of the stun gun.

Standard set includes a removable protective cover for covering the sharp combat electrodes. The cover allows to carry the stun gun in the pocket and turn on the discharge without removing the cover (to check its operation or scare away animals). It is recommended to use the stun gun in contact mode only with the protective cover removed.

The stun gun is equipped with an LED indicator of the battery charge level, which turns on when the fuse is turned off, as well as a silicone power button. The design of the AVATAR 2.0 stun gun allows using remote cartridges (hereinafter, cartridges).

The cartridge lock fixes the cartridge, spring-loaded pushers located in the cartridge rail shafts align the cartridge with the lock.

On the upper surface of the stun gun there is an open sight that coincides with the aiming line.

The AVATAR 2.0 stun gun uses a built-in rechargeable battery.

1.6 INSPECTION AND PREPARATION FOR WORK

To check the operability of the stun gun:

a) turn the fuse off. The LED indicator will light up according to the battery charge level.

The AVATAR 2.0 stun gun has a battery status indication system. If the indicator lights up GREEN – the battery is charged, it is allowed to use the device. If the indicator lights up RED – it is necessary to charge the battery.

b) bring the combat electrodes of the device to a separate metal object with a 5-7 mm. gap (for example, to the scissors) and press the button (no more than 1 second). In this case, an electric discharge will appear between the object and the working electrodes.

c) turn the fuse on;



It is allowed to check not on a separate metal object, but between the control electrodes.

1.7 BATTERY CHARGE

AVATAR 2.0 has a non-removable LiPol rechargeable battery designed for the entire service life of the device.

If the device is not in use, the battery self-discharges, which is no more than 10% of the battery capacity per month. Therefore, in storage mode, it is recommended to recharge the battery once every four months.

ATTENTION! It is necessary to strictly follow the methodology for checking the operability set out in the rules for checking and preparing for work. Otherwise, the battery loses its ability to give off a large current, processes begin to change its chemical properties.

Prolonged operation of AVATAR 2.0 is allowed only in a "combat" environment.

Battery charging procedure:

1. Turn the fuse on;
2. Remove the plug of the charging connector;

3. Carefully connect the automatic charger, model ZS-11.1-600, to the stun gun without exerting excessive force to the charging connector;
4. Plug in the charging device.

Automatic charger ZS-11.1-600

Technical specifications:

Power supply: ~ 220V + ±10%, 50 Hz; Charge current, max.: 1000 mA;

Charging time for the fully discharged battery: 40 minutes.

-If the battery is not fully discharged, the charging time may be shortened.

-The charger automatically turns off after the battery of the stun gun is fully charged.

-The charging process is displayed by an indicator on the charger: *red glow color – the charging process is underway; *green glow color – the charge is finished.

2 USE ACCORDING TO USER`S MANUAL

2 INTENDED USE

2.1 CONTACT USE

For the contact use of the stun gun:

- Turn the fuse of off. After turning the fuse off, the LED indicator will display the battery charge level.
- For the contact use against the offender: bring the combat electrodes as close as possible to the affected area, press the button to turn on the electroshock discharger. Hold the electrodes in close contact with the affected area for up to 3 seconds. The sliding of the combat electrodes on the target should be avoided.

Attention! The effectiveness of the influence is directly related to the distance from the working electrodes to the affected area. High efficiency can be achieved if the electrodes touch the attacker's body or are in close proximity (2-3mm) from the affected area. The maximum effect is achieved when the skin is penetrated with combat electrodes in the affected area, followed by the electroshock discharge. To do it, AVATAR 2.0 has pointed combat electrodes.

“AVATAR” DK.111 can be used contact with the attached protective cover.

To attach the protective cover:

- Turn the safety fuse on.
- Carefully insert the rails of the cover into the corresponding shafts located on the front of the stun gun. Attach the lid with a forward motion until it clicks (locks).



Procedure for removing the protective cover:

- Turn the fuse of on.
- Push the cartridge lock button away from you until you hear a click.
- Remove the cover by translational motion.



2.2 REMOTE ELECTROSHOCK USE

The stun gun can be used with the remote electroshock cartridge. The cartridge is mounted on the front of the stun gun and is fixed with the cartridge lock.

To attach the cartridge:

- Turn the safety fuse on.
 - Direct the stun gun away from yourself.
 - Carefully align the cartridge rails to the corresponding shafts located on the front of the stun gun. Attach the cartridge with a forward motion until you hear a click.
- The cartridge is symmetrical and can be installed in the shafts in an arbitrary orientation (label up or label down).

To initiate the cartridge:

- Turn the safety fuse off.
- Aim using the open sight by aligning the marks on the upper part of the stun gun. Intuitive aiming is allowed at close range without using an open sight.
- Initiate the cartridge. To do this, press the discharge button to turn on the electroshock discharger.
- After initiating the cartridge, hold the discharge button to transmit high-voltage discharge to the target.



To discharge the cartridge:

- Turn the safety fuse on.
- Push the cartridge lock button away from you until you hear a click.
- Remove the cartridge by translational motion.



2.3 OPERATION IN RAINY WEATHER

To use the stun gun in rainy weather, it is necessary to prevent water from entering the stun gun: keep the device in a dry place (in your pocket, under an umbrella).

For contact use, it is recommended to first bring the combat electrodes as close to the object as possible, and only then press the stun gun discharge button.

2.4 OPERATION IN WINTER

At subzero ambient temperatures keep the stun gun in a warm place – in the pocket of your outerwear or in your hand. This will allow the battery to produce the sufficient current to ensure the effective operation of the electroshock discharger.

Cooled down LiPol battery can be quickly warmed up by briefly turning on the device several times: 1sec-discharge / 5sec-pause.

2.5 EXPOSURE THROUGH CLOTHING AND LEATHER PRODUCTS

High-voltage pulses generated by the electroshock discharger penetrate ordinary leather clothing, but their power is partially lost.

If the attacker's clothing is a dielectric (for example, a thick polyethylene raincoat), it is necessary to pierce it with combat electrodes. After that the discharge will pass to the attacker's body.

If the attacker is wearing thick outer clothing, for example in a sheepskin coat, the length of the protruding electrodes tightly pressed to the object is sufficient to ensure the sufficient effect on the object.

Ordinary "loose" clothes (jackets, shirts, sweatshirts) are penetrated by the electric discharge almost unhindered.

When used on the object, the sliding of the electrodes on the surface is undesirable, and in the case of exposure through thick outerwear or clothing with dielectric properties, it is not allowed.

3 MAINTENANCE

3.1 GENERAL INSTRUCTIONS

Maintenance of the stun gun is comprised of the timely charging of the battery and keeping the case and electrodes of the stun gun clean and dry.

3.2 SECURITY MEASURES

All maintenance work on the stun gun must be carried out with the safety fuse turned on.

3.3 CHECKING THE OPERATION

The checks are comprised of visually monitoring the presence of a stable spark discharge between the high-voltage electrodes when the stun gun discharge button is pushed, and that the discharge stops when the button is let go.

4 TRANSPORTATION AND STORAGE

4.1 Packaged stun guns can be transported by all modes of transport if they are protected from direct exposure to precipitation and mechanical damage at temperatures from minus 40 to +50 ° C. The stun guns can be used after being placed in normal conditions for at least 6 hours.

4.2 The stun guns should be stored in the temperature range from +10 ° C to +35 ° C with a relative humidity of no more than 80% and without acidic, alkaline and other aggressive impurities in the air.

4.3 Shelf life in the retail shops– no more than 6 months.

5 DISPOSAL INFORMATION

5.1 The product contains a non-removable battery (LiPol battery). The product is disposed of in accordance with the current legislation, the procedure established by departmental guidance documents, or the regulations of local authorities.

5.2 Disposal at the manufacturer is possible.

6. REMOTE ELECTROSHOCK CARTRIDGE FOR STUN GUN "AVATAR" DK.111

6.1 DESCRIPTION AND OPERATION

6.1.1 Purpose

Remote electroshock cartridge for AVATAR DK.111 (AVATAR 2.0) (hereinafter, the cartridge) is designed for the remote electroshock influence on the target.

6.1.2 Technical specifications

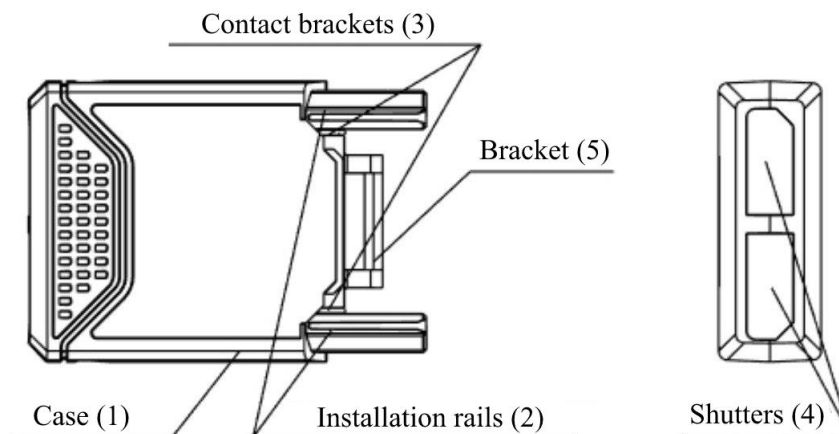
-Overall dimensions, mm	$(66.0 \pm 1) \times (46.2 \pm 1) \times (17 \pm 1)$
-Weight, kg	0.05 ± 0.01
-The maximum shot range, m	5 ± 0.2
-Warranty period, years	5
-Probe needle material	coated steel
-Resistance to external influences: it is operable in the temperature range from -20°C to $+50^{\circ}\text{C}$ and relative humidity up to 98% at a temperature of $+25^{\circ}\text{C}$.	

6.1.3 Construction (design)

Remote cartridge is made in a shock-resistant case (1) and is composed of:

- installation rails (2) - element for installing and positioning the cartridge on the stun gun;
- contact brackets (3) located on the back of the case and coming into high-voltage contact with the high-voltage electrodes of the stun gun to initiate the cartridge;
- shutters (4) covering the acceleration channels and a wire laid in individual compartments;
- bracket (5) for fixing the cartridge on the stun gun.

Two probes with a forward-shifted center of gravity ensure stable fixation on the target using a needle with a special hook. The probes are located in individual acceleration channels, have a plastic tail and a swivel bracket for connecting the probe to the wire. The wire is laid in individual channels.



6.1.4 Device and operation

The cartridge is designed for use with the remote-contact electroshock device (stun gun) in accordance with the operating instructions for the stun gun. The initiation of cartridges occurs due to the energy of a high-voltage spark discharge between the electrodes of the stun gun.

If the requirements for initiation and application are met, the cartridge is safe for the life and health of the affected object.

6.2 INTENDED USE

6.2.1 Charging

Preparation of the cartridge for use:

- Turn the safety fuse on.
- Direct the cartridge away from yourself.
- Carefully insert the cartridge rails into the appropriate shafts located on the front of the stun gun. Attach the cartridge with a forward motion until it you hear a click.

The cartridge is symmetrical and can be installed in the shafts of the stun gun in an arbitrary orientation (label up or label down).

6.2.2 Initiation

The procedure for initiating the cartridge:

- Turn the safety fuse off.
- Aim using the open sight on top of the stun gun (intuitive aiming is allowed at close range without using an open sight).
- Initiate the cartridge. To do this, press the button to turn on the electroshock discharger. When the cartridge is initiated, probes located in the acceleration channels and connected to the cartridge by insulated wires are pushed out of the front of the cartridge. After the cartridge is initiated, a high-voltage electric current is transferred to the target through the wires.
- After initiating the cartridge, keep pushing the discharge button to transmit high-voltage current to the target.

The cartridge does not have an adjustable sight, and therefore, when aiming, it is necessary to take into account the ballistic flight path of the probes. The accuracy of the shot is determined by both the distance to the target and the ambient temperature (with a decrease in temperature, the probe's flight is more hindered by the mechanical resistance of the wire deployment).

6.2.3 Discharge

In order to discharge the cartridge:

- Turn the safety fuse on.
- Pull the cartridge lock button away from you until you hear a click.
- Remove the cartridge by translational motion.

6.3 SAFETY MEASURES

- ATTENTION! NOT SUBJECT TO REPAIR. NOT SUBJECT TO DISASSEMBLY.
- ATTENTION! TAKE PRECAUTIONS. WHEN CHARGING/DISCHARGING THE CARTRIDGE, DIRECT THE CARTRIDGE AWAY FROM YOURSELF.
- ATTENTION! ALL OPERATIONS RELATED TO THE CHARGING / DISCHARGING OF THE CARTRIDGE SHOULD BE CARRIED OUT WITH THE SAFETY FUSE TURNED ON.
- THE CARTRIDGE IS DISPOSABLE AND CANNOT BE RESTORED AFTER USE.
- DO NOT APPLY TO THE HEAD.
- THE MINIMUM DISTANCE OF SAFE USE IS 1 METER.
- KEEP AWAY FROM FIRE!
- STORE IN A DRY PLACE.
- KEEP OUT OF REACH OF CHILDREN!

6.4 TRANSPORTATION AND STORAGE

Transportation and storage of the cartridges is allowed under conditions corresponding to group 2 of GOST 15150, at temperatures from -20 to +50 ° C – in terms of exposure to climatic factors.

Transportation of the cartridges is allowed by all types of transport subject to the conditions corresponding to group "C" GOST R 51908 – in terms of the mechanical factors.

6.5 DISPOSAL

The cartridge can be disposed of by the owner himself:

1. Turn the safety fuse on.
2. Direct the cartridge away from yourself.
3. Carefully align the cartridge rails to the corresponding shafts located on the front of the stun gun. Attach the cartridge with a forward motion until you hear a click.
3. Direct the cartridge in a safe direction.
4. Turn the safety fuse off
5. Press the discharge button to turn on the electric discharge.
6. Discharge the cartridge.

Disposal at the manufacturer facility is also possible.

6.6 STANDARD SET

- Remote electroshock cartridge for the AVATAR DK.111 (AVATAR 2.0).
- Packaging.

6.7 CONFORMITY CERTIFICATE

Warranty obligations

The manufacturer guarantees that the Cartridge complies with the declared characteristics, provided that the consumer complies with the conditions and rules of operation set out in this "Operating Manual".

The warranty period is 5 years from the date of issue.

For warranty service, please contact +7-495-545-53-70.