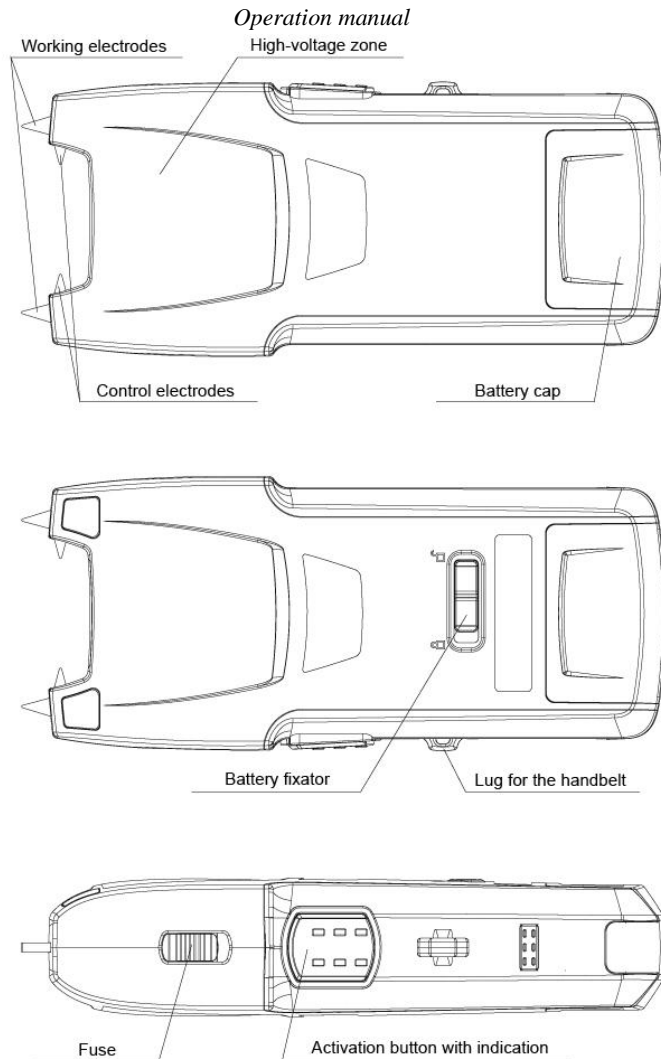


ZAO "OBERON-ALPHA"

CIVIL SELF-DEFENSE WEAPON

**STUN GUN
PHANTOM**



PURPOSE

Stun gun PHANTOM is a powerful remote-contact stun gun that has the safest electrical characteristics of biological defeat.

*individual defense against offenders` and animals` attacks by affecting an attacker with non-lethal discharges of electric current of high voltage;

PHANTOM is a powerful stun gun, safe for its user and effective for defense against offenders and animals.

ATTENTION!

1. Use of the stun gun should be justified by the impossibility of defense by other means.
 2. Continuous use of the stun gun for more than 3 seconds is prohibited.
 3. Do not use the stun gun against disabled people, children, elderly people and pregnant women.
- ATTENTION! DO NOT ATTACH THE BATTERY CAP WITHOUT A BATTERY INSTALLED. THIS CAN DAMAGE THE CASE.**

Any changes of characteristics and settings of the weapon is forbidden. Stun gun AVATAR should not be used with a damaged control button. The stun gun should be opened, repaired and sealed only by the specialists of the manufacturer company.

TECHNICAL CHARACTERISTICS

Maximal voltage of blank discharge in the impulse, kV	90-130*
Power of influence, W	10*
Operating in climate conditions: works in the temperature range from -15C to +50 C and relative humidity up to 98% with the temperature +25 C;	
Weight, kg	0,21
Dimensions, mm	136x60x30
Distance between the working electrodes, mm	40
Duration of discharge on an object, not more than, sec	3
A pause between discharges, not less than, sec	10
Testing mode: cyclic (Discharge-Pause). Discharge – not more that 1 sec. Pause – not less that 5 sec.	
Maximum allowed power reduction, not more than	25%
Work cycles with a completely charged battery, not less than	80
Check cycles (1s.) with a completely charged battery, not less than	240
Supply element: built-in LiPOL battery	7.4/600
Quantity of cycles of the accumulator battery charges, not less than	500
Durability, years	5

*Individually configured according to contract terms

OPERATION PRINCIPLE

Stun gun PHANTOM generates high voltage impulses which block the processes in the nervous system of the attacker and cause muscle spasms.

Use of the stun gun according to its purpose isn't dangerous for the influenced object, which is confirmed by the biomedical expertise of the Ministry of Health of Russian Federation.

Strong intercepting and disorienting effect is achieved depending on the affected area, duration of influence and emotional/physical state of the attacker.

Small size of the stun gun PHANTOM allow applying it unexpectedly for the attacker to raise the efficiency of influence.

CONSTRUCTION

Stun gun PHANTOM is designed in the impact-resistant case and has the safety fuse to disallow unintentional use, control electrodes for testing and the cone-shaped working electrodes. It is possible to carry the stun gun on the wrist strap.

PHANTOM has a replaceable lithium-polymer battery. For the temporary fixation of the battery in the case without a battery cap there is a battery lock (in position "locked" the battery is fixed inside the case). The lock is used for convenient mounting of battery cap.

Checking and preparation for operation

To check the operation:

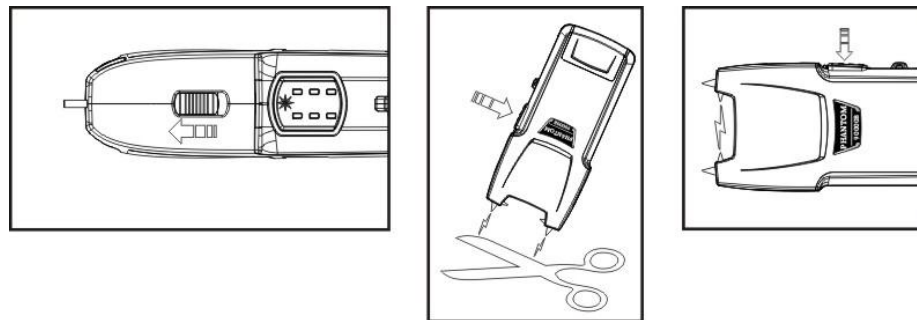
a) move the fuse in the front position. The button will light up with an indication of being taken off the fuse. ESD PHANTOM has a system of battery state indication.

Indication color is GREEN – the battery is charged, the stun gun can be used. Indication color is RED – the battery should be charged.

b) bring the stun gun close to the separated metal object on the distance of 5-7 mm (for example, scissors) and push the button (not longer than 1 sec). Electric discharge will appear between the object and the working electrodes.

c) move the fuse in the back position.

It is allowed to check the operation not on the metal object but between the control electrodes. High voltage discharge tends to travel on the border between two mediums (feature of high-voltage discharge) – in this case over the surface of the case under the control electrodes. If the surface of the case is dirty or the battery charge level is low, spark discharge can "fall" on the case. If the surface under the electrodes is dirty, clean it with a dry cloth.



LiPOL BATTERY

Stun gun PHANTOM uses LiPOL accumulator battery.

If the stun gun isn't being used, the battery loses 10% of charge per month. It is recommended to charge the battery once per four months.

Attention! Do not store the stun gun with the safety fuse in OFF position (indication light is on).

CHARGING THE BATTERY

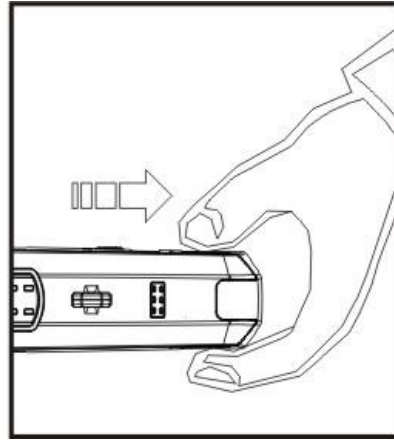
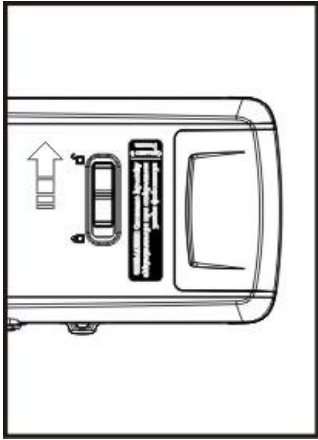
Only use automatic battery charger model PHANTOM-A1 to charge LiPOL batteries.

To charge the battery:

1. Switch the safety fuse ON;
2. Move the battery lock in the position "unlocked";
3. Remove the battery cap together with the battery;
4. Remove the battery cap from the battery;
5. Connect the charger to the battery;
6. Connect the charger to the socket.

Installation of the charged battery in the electroshock weapon:

1. Place a battery in the case firmly and move the lock in position "locked"
2. Place a battery cap on the case until the click.



Automatic battery charger PHANTOM-A1

TECHNICAL CHARACTERISTICS

Electrical circuit:	~220 V + 10%, 50 Hz;
Discharge current, max:	1000 mA;
Time of charging a fully discharged battery:	40-60 min.
If battery is partially charged, charging time can be reduced.	

Battery charger turns off automatically when the battery is fully charged.
 Indication on the charger: *red light – the battery is being charged; *green light – charging is finished.

OPERATION

- For contact operation:
- Turn the fuse ON;
 - Place the working electrodes as close to the defeat area as possible, press the button and hold the working electrodes in close contact with the area for up to 3 sec.

Attention! The efficiency of the discharge is directly connected with the distance between the working electrodes and the defeat area. The maximum efficiency can be achieved if the electrodes touch the attacker or are quite close (2-3 mm) to the defeat area. This parameter is the basic for electroshock weapon application and it shouldn't be neglected.

OPERATION IN THE RAIN

If the offender is wearing wet clothes, the discharge can “spread” over the surface of the clothes.

During operation the working electrodes should be placed as close as possible to the defeat area –to the attacker's body. The slightly sharpened working electrodes will help to do it.

First place the working electrodes to the object, then press the power button.

Keep the stun gun in the dry place: in the pocket or under the umbrella to avoid exposing it to the rain.

OPERATION IN WINTER

In the cold weather a “frozen” battery can't produce high current that lets the stun gun work effectively. That's why in the temperatures below 0 degrees Celsius AVATAR should be kept in the warm place – in a pocket of the street-clothes or the hand.

Frozen LiPOL can be warmed up quickly by activating the stun gun several times: 1 sec. - discharge/5 sec. – pause.

DISCHARGING THROUGH THE CLOTHES AND LEATHER

If the attacker is wearing leather clothes, electrical impulses of the electroshock weapon AVATAR will get through it on the account of their energy and length.

If the clothes of the attacker are dielectric (for example, a thick plastic raincoat) it is necessary to pierce or cut them with the working electrodes. Through these cuts the discharge will access the attacker's body.

If the attacker is wearing thick street-clothes, for example, a coat, press the electrodes to the object, enough to get the impulse to the object.

Electric discharge gets through the usual “light” clothes (jackets, shirts, pullovers) without problems.

During the operation avoid sliding the electrodes across the surface of the clothes, especially thick or dielectric clothes.

PRECAUTIONARY MEASURES

- Do not use the stun gun with the discharged or barely charged battery (RED indication light when the fuse is off);
- Do not place your hands close to the high-voltage zone of the electroshock weapon and electrodes;
- Stun gun shouldn't be turned on for blank discharge for more than 1 sec. (discharge on the separated metal object or the control electrodes);

- Do not use the stun gun while standing in the water, barefoot on the concrete floor, grass, etc.;
- Stun gun shouldn't be applied against children, pregnant women, elderly people, law enforcement officers, or for other purposes than self-defense;
- Stun gun should be kept out of children's reach;
- Stun gun shouldn't be left with the fuse off for a long time (over 2 days);
- Stun gun can affect some electric devices so it isn't recommended to turn it on close to computers, medical equipment, etc.;
- Do not turn the stun gun on in the areas with a potentially explosive atmosphere which is usually marked with the special signs – gas stations, etc.

TRANSPORTATION AND STORAGE

Packed stun guns can be transported by all means of transport if they are protected from the direct effect of rain and mechanical damage in the temperature from -40 to +50°C.

In this case the stun gun should be used after keeping the stun gun in package for not less than 6 hours in the normal climate conditions.

Electroshock weapon should be stored in the temperatures from 10 to 35°C and relative humidity below 80% without acid, alkali and other aggressive admixtures in the air.

Time of storage in the shops – not more than 6 months.

NOZZLE-ADAPTER FOR PHANTOM

Model NP-11

Operation manual

ATTENTION! It isn't recommended to check operation of PHANTOM with an installed Nozzle-adapter with a blank discharge between the control electrodes.
Complete the check on a separate metal object.

TECHNICAL CHARACTERISTICS.

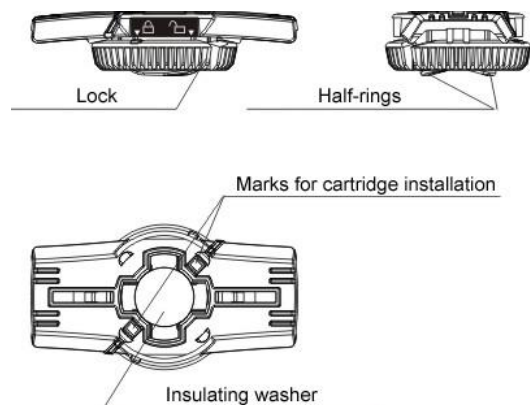
Dimensions, mm	53x29x13 (+/- 1mm)
Resource of DK, DK+ cartridge initialization (maximum distance of influence transportation 5m and 8,5m)	20
Resource of KSSH cartridge initializations	20
Recommended exploitation period, years	2
Case material	polycarbonate
Length of PHANTOM with an attached KSSH cartridge, mm	175 (+/- 1mm)
Length of PHANTOM with an attached KD, KD+ cartridge, mm	197(+/- 1mm)

PURPOSE

Nozzle-adapter NP-11 for the stun gun PHANTOM is used to connect Remote Cartridges (KD, KD+), Flashbang cartridges (KSSH), in order to disorient one or several attackers (use KSSH cartridge), and for distant non-lethal influence on the offenders with high voltage current impulses of electroshock weapon (use KD, KD+ cartridge).

Note: See Operation manuals for cartridges to check Operation recommendations and precautionary measures.

CONSTRUCTION



Nozzle-adapter NP-11 is placed on the high-voltage electrodes of electroshock weapon and is fixed with a turning ring. Electroshock weapon can be used with an attached nozzle-adapter.

-NP-11 doesn't change the capacity of the stun gun, its frequency and voltage of blank discharge (doesn't change parameters of biological influence), or the size of the stun gun.

-When electroshock weapon with an attached NP-11 the maximal gap between the electrodes and an object is smaller. It should be noted in winter and when applying the stun gun through thick clothes.

-NP-11 has springing half-rings in the lower part of its case, what allows carrying the electroshock weapon with connected cartridges in cases. During cartridge initialization, nozzle-adapter is connected to the weapon tightly.

PREPARING FOR OPERATION

Before mounting Nozzle-adapter NP-11 on electroshock weapon case, it is necessary to check:

- absence of mechanical damage on NP-11;
- presence of white electric isolation fluoroplastic washer in the inner hollow of the nozzle;
- free switching of turning catch-ring from position "unlocked" to "locked" and back.

Attention! Initialization of cartridges is done with working electrodes of electroshock weapon.

OPERATION. Installation and removal of nozzle

1. Turn the fuse ON;
2. Move catch-ring in position "unlocked";
3. Place nozzle-adapter on high-voltage electrodes of the electroshock weapon;
4. While holding nozzle-adapter pressed tight to electroshock weapon case, turn the catch-ring in position "locked".

Attention! During the first installation the catch-ring can turn in position "locked" with effort. It happens because lower side of control electrodes can be stopping the turning. This problem can be solved by the owner (by pulling the electrodes of electroshock weapon so the catch-ring turns freely) or by contacting the service center.

OPERATION. Attaching the cartridge

1. Move the fuse in ON position.
2. Insert the bayonet of the cartridge in Nozzle-adapter jack according to colour marks on the nozzle.
3. Turn the cartridge 45 degrees.

OPERATION. Initiation

1. Direct the cartridge (working electrodes) at the aim.
2. Take the fuse OFF.
3. Push and hold the button of electric discharge.

Attention! During the training firing of KD and KD+ cartridges, pay attention that shooting at non-conductive aims (wood, etc.) can send the discharge between the isolated wires that are connecting the cartridge and harpoon-electrodes.

OPERATION. Removing the cartridge

1. Move the fuse in ON position.
2. Turn the cartridge around the longitudinal axis counter-clockwise till the bayonet lock opens.
3. Remove the cartridge from Nozzle-adapter.

PRECAUTIONARY MEASURES

- Place the Nozzle-adapter NP-11 only with the fuse in ON position.
 - Do not check operation of PHANTOM with a blank discharge between the control electrodes. Check it only on a separate metal object.
 - While working with the cartridges, follow the precautionary measures recommended by the manufacturer.
 - While charging and discharging the cartridge, aim it from yourself.
- Changing functionality of Nozzle-adapter NP-11 is forbidden.

TRANSPORTATION AND STORAGE

Packed Nozzle-adapters can be transported by all means of transport if they are protected from the direct influence of moisture and mechanic damage in temperature range from -40 to +50 °C.

Storage: in temperature range from 10°C to 35°C and relative humidity not more than 80% without acid, alkali and other aggressive admixtures in the air.