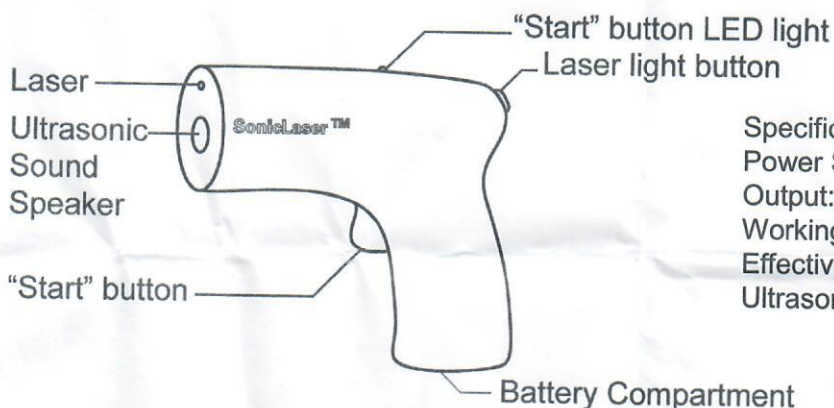


SONIC LASER ANIMAL CHASER



Specifications:
Power Supply: 1 x 9V battery (not included)
Output: 9V DC
Working Current: $\leq 100\text{ma}$
Effective Range: up to 80 metres
Ultrasonic Frequency: 25 KHz

WARNING: DO NOT point laser light directly into the eyes, it will cause serious damage to the eyes!

Battery Placement

Always use a 9 Volt Alkaline battery. Your unit will not be effective unless you use an Alkaline battery.

1. Slide the battery compartment lid away from the unit.
2. Connect your 9 Volt Alkaline battery onto the proper terminal heads. Slide the battery compartment lid back onto unit.
3. If the red light located on the top comes on and stays on when depressing the "start" button the unit is functioning properly. If the red light does not come on, change the battery.

Instructions:

To Repel Dogs and Cats: Press the laser light button on the side top and point directly at the dog or cat, then press the "Start" button for a few seconds. The ultrasonic sound should discourage the dog from approaching. Press "Start" button for a longer period if necessary. Please note that the prime operating range up to 80 metres

The Sonic Laser Animal Chaser will discourage most dogs and cats, but may not be effective in all situations as some older animal may be hearing impaired.

Use good judgment when approaching animals, taking care not to surprise them.

Warning:

1. Do not touch the screened area on the front. Denting or damaging of this area may cause the unit to malfunction.
2. Do not use on other animals or any use that is not recommended.
3. Should not be used on humans or within one foot range of a pet.
4. Use caution when dealing with potentially dangerous animals.
5. Keep the Sonic Laser Animal Chaser away from children.
6. Do not point laser light directly into the eyes, it will cause serious damage to the eyes!

All batteries used must not be of the same type. Do not mix alkaline, standard (Carbon-Zinc) or rechargeable (Cadmium) batteries. Do not mix old and new batteries.