

Energizer®



9000mAh LITHIUM-ION POLYMER CAR JUMP STARTER USER GUIDE

PLEASE READ THIS USER GUIDE CAREFULLY BEFORE OPERATION

**SUITABLE FOR ENGINES UP TO
4.0 LITRE (4000CC) PETROL & 3.0 LITRE (3000CC) DIESEL**

Made in China for:
Custom Accessories Europe Ltd,
The Granary, Standen Manor, Hungerford, Berkshire, RG17 0RB

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This Lithium-ion Polymer Car Jump Starter has been tested & approved to the following standards:
EN55032 & EN55024.

INTRODUCTION

Thank you for purchasing your new Energizer[®] Lithium-ion Polymer Car Jump Starter. Before installing and operating please read this user guide thoroughly. This user guide contains important information relating to various power requirements that your products may have. Please keep this user guide for future reference.

IMPORTANT SAFETY INFORMATION

Misusing or incorrectly connecting the jump starter may damage the equipment or create hazardous conditions for users. Please pay particular attention to all the safety precautions and warning statements in this guide.

CAUTION









Although the Energizer[®] Jump Starter is a sophisticated product, the sole application is for the purpose of starting a vehicle where, other than having a flat battery, the vehicle is in good working order and there are no other faults preventing it from starting such as:

1. Damage to the battery.
2. Faults or damage within the starting circuits.
3. Faults or damage within the charging circuits.

Further, in some vehicles, the battery can be located somewhere other than in the engine compartment itself. In these cases there is a Charging / Jump Starting Post which can be used but in a very small number of cases, possibly due to the vehicles electronics, jump starting may be inhibited using this method.

If you experience problems being able to jump start your vehicle using the Charging Post, it is recommended you locate your battery and connect the Energizer® Jump Starter direct to the positive and negative terminals.

SAFETY PRECAUTIONS

-  Do not crush, puncture, incinerate or short circuit the jump starter, as this may lead to electric shock or an explosion.
-  Do not expose to moisture.
-  Keep the jump starter out of reach of children.
-  Do not charge the jump starter in excess of 2 amps.
-  Only charge the jump starter when the temperature is between 0°C and 40°C.
-  If there is any evidence of leakage wash your hands immediately and avoid contact with eyes.
-  Do not use the jump starter if the case is hot or discoloured.
-  Do not look directly at the LED light.

FEATURES



- A Spring-loaded fully insulated colour coded clamps
- B Mosfet unit with cross polarity safety function.
Fully protected against short circuiting
- C LED Indicator
- D Over-ride button
- E Blue connectors
- F Mosfet unit blue connector port
- G USB 2.4A output suitable for most USB devices
including smart phones, tablets, iPhone, iPad & iPod
- H LED light
- I Charging cable
- J 12V in-car charger
- K Power switch
- L DC Charge input 5V / 9V/ 2A (max)
- M LED Power status display
- N 400 Maximum crank amps Lithium-ion Polymer Car
Jump Starter

HOW TO CHARGE YOUR ENERGIZER® JUMP STARTER

With the supplied charging cable your Energizer® Jump Starter can be charged using either the supplied 12V in-car charger (J) or via a USB port on a PC/laptop or a suitable phone charger rated at 5V, up to a maximum of 2 amps.

Once connected the 4 blue power LED's (M) will progressively illuminate as the battery is charging. When all 4 are permanently illuminated the battery is fully charged. Depending on the existing charge this could take up to 3 hours. When fully charged unplug from the charging source. Please note that to maintain the battery's charge it is recommended that you charge the jump starter battery every 3 months.

HOW TO JUMP START YOUR VEHICLE

Please note that to jump start a vehicle at least 2 of the 4 blue power LED's (M) must be illuminated.

1. Plug the blue connector into the 12V jump starter port (E), the LED indicator (C) will flash green.
2. Connect the red clamp (A) to the positive '+', of the vehicle's battery and the black clamp (A1) to the negative '-'. If connected correctly the LED indicator (C) will show steady green. If the LED indicator (C) shows red then the clamps have been connected incorrectly. Remove and start again. If you are sure that the clamps are connected correctly but still the LED indicator (C) shows red, remove the red clamp and reconnect to reset.
3. Only when the LED indicator (C) shows steady green should you start the vehicle.
4. Dependent on your vehicle's battery status you may need to turn the ignition 2-3 times for the jump starter to operate. This isn't a fault, it is the jump starter analysing the vehicle's battery condition for it to work effectively.

5. Once the vehicle has started and the LED indicator (C) flashes green, disconnect the black and the red clamps first from the vehicle's battery, then remove the blue connector from the jump starter.
6. Replace the protective cover over the engine start port.



WARNING

1. Disconnect the jump starter within 30 seconds of starting your vehicle.
2. Always connect the red clamp first, never both red and black clamps at the same time.
3. Do not dismantle the jump starter.

SITUATION FOR USING OVER-RIDE FUNCTION:

Low Voltage Batteries & Manual Over-ride

If your lead acid battery is below 2 volts, the LED indicator (C) green light will flash. This is an indication that the jump starter can not detect a battery.

If you need to jump start a battery below 2 volts, there is a manual over-ride feature, which allows you to force "on" the jump start function.

Caution:

Before using the manual over-ride feature, make sure the clamps are connected to the correct battery terminals. To use the manual over-ride feature, press and hold the manual over-ride button (D) for three seconds.

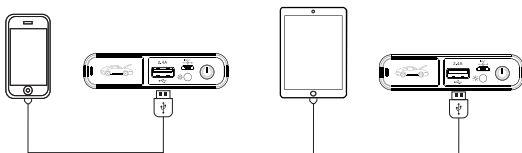
When the LED indicator (C) illuminates green, this indicates that you have successfully entered into the manual over-ride mode and the jump starter is ready to jump start your vehicle.

If you have connected the clamps to the battery incorrectly the LED indicator (C) will illuminate red and the jump starter will not operate.

HOW TO CHARGE YOUR PHONE/TABLETS OR OTHER ELECTRONIC DEVICES

1. Plug your phone/tablet or other electronic device into the USB port (G).
2. Turn the jump starter on by pressing the power button (K).

EXAMPLES



HOW TO USE THE HIGH POWERED LED LIGHT

The LED light (H) is switched on by pressing the power button (K) twice in quick succession. To switch it off press the power button (K) once.

WARNING: Do not look directly into the LED light.

SPECIFICATIONS

Specifications are subject to change without notice.

Battery capacity	9000mAh (33.3Wh)
Starting current	250A
Peak current	400A
Operation temperature	-20° to +60°C
DC Charge input	5V / 9V max 2A
Rated USB output	5V/max. 2.4A
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Physical Specifications	
Dimensions (L x W x H)	14cm x 8.6cm x 2.1cm
Weight	0.35kgs / 358g / 0.78lbs

WARRANTY

The warranty covers defects in workmanship and materials in your jump starter. The warranty lasts for 12 months from the original date of purchase and proof of purchase is required to make a warranty claim.

Provided that we are made aware of a defective product within the warranty period, the jump starter will, at the discretion of the company, be repaired or replaced free of charge. We reserve the right to use new and/or reconditioned parts to effect a warranty repair. We also reserve the right to use parts or products of original or improved design in the repair or replacement. Once the jump starter has been repaired or replaced its warranty continues for the remaining portion of the original warranty period or 90 days from the date of return to the customer, whichever is greater. All replaced products and all parts removed from repaired products become the property of the company.

What is not covered by the warranty?

This warranty does not cover normal wear and tear of the product or costs related to the removal, installation, or troubleshooting of the customer's electrical systems. The warranty does not cover any defects in, or damage to, the jump starter if:

1. It has been misused, neglected, improperly installed, physically damaged or altered, either internally or externally, or damaged by improper use or use in an unsuitable environment.
2. It has been subjected to fire, water, generalised corrosion, biological infestations, or input voltage that creates operating conditions beyond the maximum or minimum limits listed in the product specifications including high input voltage from generators and lightning strikes.
3. Repairs have been done to it other than by the *Energizer* Warranty Department.
4. It is used as a component part of a product expressly warranted by another manufacturer.
5. Its original identification markings (trademark, serial number etc) have been defaced, altered, or removed.

Please be aware that this warranty gives you specific legal rights and does not affect your statutory rights.

RETURNS

1. Package the unit safely, preferably using the original box and packing materials. Please ensure that your product is shipped fully insured in the original packaging or equivalent. This warranty will not apply where the product is damaged due to improper packaging.
2. Include the following:
 - A return address where the unit can be shipped.
PO Box addresses are not acceptable.
 - A contact telephone number where you can be reached during work hours.
 - Information about the installation and use of the unit.
 - Information about the failure and / or reason for the return.
 - A copy of your dated proof of purchase.



**Please return your faulty jump starter, with the
above enclosures, to:**

**Cobalt Innovations Ltd
Energizer Warranty Dept.,
Unit 30-31
Lagrange,
Lichfield Road Industrial Estate,
Tamworth, B79 7XD.**