

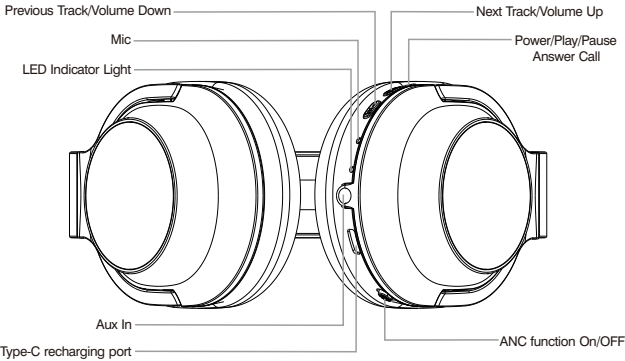
360x90mm



N86

USER GUIDE

Controls

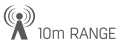


Set up your

N86
Wireless

What's in the box?

- 1 N86
- 1 USB Type-C charging Cable
- 1 3.5mm Aux cable
- 1 User manual
- 1 Carry Bag



1 PAIRING MODE

Turn on N86. Indicator Light will flash blue and red, indicating the N86 is ready to pair.



TURNING ON/OFF
Long press "|||".

3 READY TO PLAY!

If you don't connect a device within 30 seconds, the N86 will enter sleep mode. Turn the N86 off and then on again to re-enter pairing mode.

If the N86 is moved out of range, bring your device closer and start over to pair again.

2 PAIR YOUR DEVICE



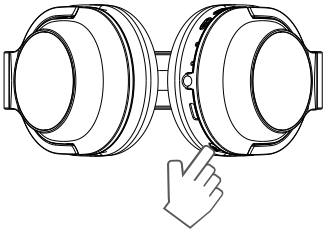
Activate audio device and search for the "N86", select it to connect.

N86 will announce, "Connected", and the Indicator Light will turn flash blue. Your device is now successfully paired!

If you are prompted to enter a password, use "0000".

ANC ON/OFF

Switch on the ANC button, you will start to enjoy a quiet world. If you want to close the ANC function, just switch off ANC button.



Headphone Controls



SHORT PRESS	LONG PRESS
○ Play/Pause/Phone call	Turn on/off
⬆ Volume up	Next Track
⬇ Volume Down	Previous Track

HANDS-FREE

When a phone call is in coming, press the "○" button to answer with the N86.



The microphone is embedded in the N86 for hands-free conversation.

Works with included 3.5mm audio cable

wired



AUX
Plug the AUX Cable into the N86 and connect the other end to your audio source (e.g. laptop, MP3 player, tablet, etc.)

Will AUX work after the battery runs out?
Yes, even if the N86 battery runs out, audio will still play through the AUX Cable.

FAIL TO PAIR

Make sure the N86 is in pairing mode and the Indicator Light is flashing blue and red. To re-enter pairing mode, turn the N86 off and on again.

Fail to find N86



First-time battery charge

Let the N86 fully charged the first time you charge it. When you're ready to charge, turn off the headphones and plug them into a powered USB port. The Indicator Light will turn red to indicate the headphones are charging. When the Indicator Light turns off, the headphones are fully charged. For a long-lasting battery, only charge your headphones when the battery has fully run out.

WARNING

Adjust headphones sound to the proper volume. Loud sound may damage your ears. For traffic safety, never use the headset while riding a bicycle, motor bike and driving a car. Make sure the xxx fully charged when 1st time you charge it to the indicator light will turn red for charging and turns off for fully charged.
DO recharge every 3 months in case constantly NO-USE, to keep the inside battery healthy.



TROUBLESHOOTING

FCC WARNING below:

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.