

BATTERY INCLUDED

Includes one 3.7v 50mAh
non-replaceable, rechargeable
LiPo battery.

IMPORTANT: RECHARGEABLE BATTERY INFORMATION

⚠ WARNING:

Risk of fire, explosion, and burns. Do not disassemble, crush, heat above 60°C (140°F), or incinerate. Dispose of the whole product according to your local recycling or waste regulations – never disassemble. Do not use the item near a heat source such as a fire or heater.

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.

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.
Consult the dealer or an experienced radio/TV technician for help.

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

CAN ICES-3 (B) / NMB-3 (B)

This device complies with Industry Canada licence-exempt RSS-210. Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR-210 d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Product and colors may vary.

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A9571 Asst. PN 7502220000



Ask a parent before going online.



In-app purchases enhance game. Ask a parent before going online.
Available at least through June 30, 2016. Not available in all languages.
Check www.nerf.com/energy for app release date.

APP CONTENT AGE 9+

Nerf Energy™ Run app works with iPhone®, iPad®, iPod touch®—iOS 6.0 or later required—and select Android devices.

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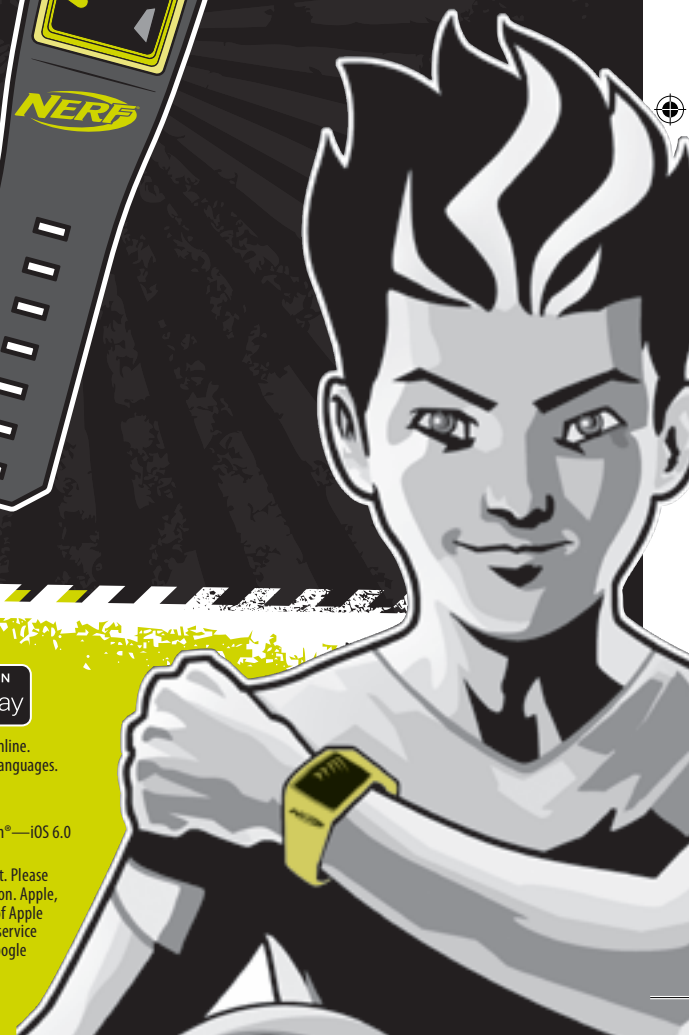
AGES 6 +

NERF

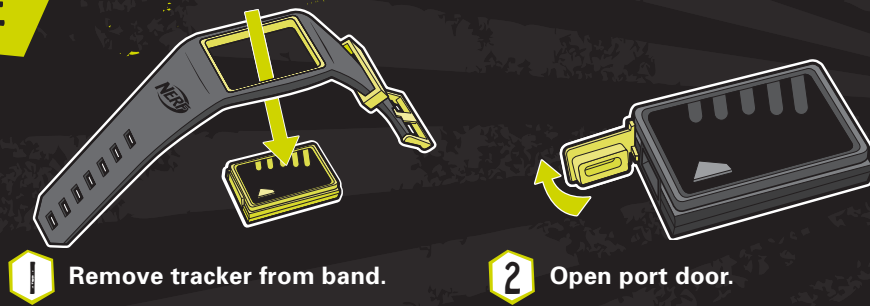
SPORTS

NERF ENERGY

GAME BAND

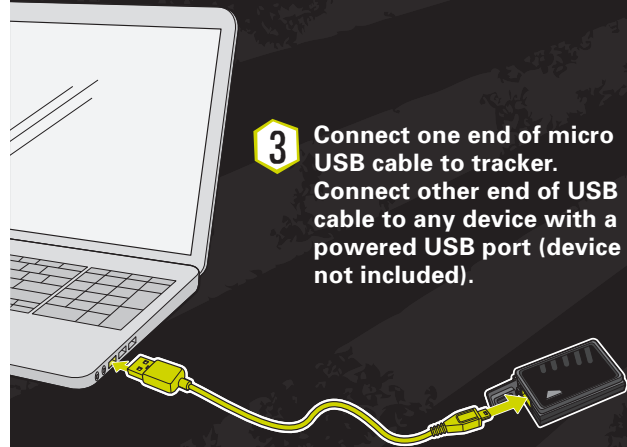


CHARGE



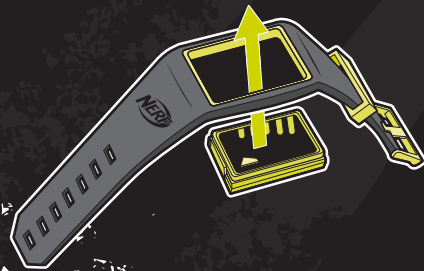
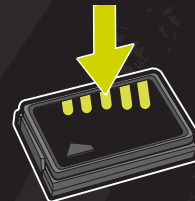
1 Remove tracker from band.

2 Open port door.



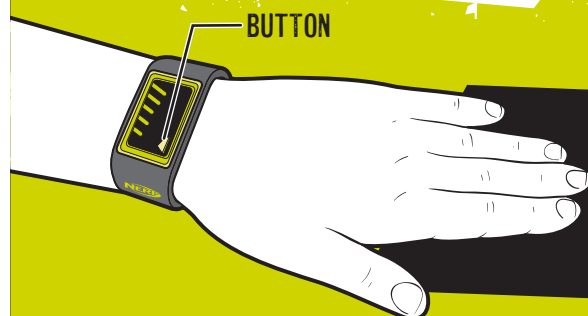
3 Connect one end of micro USB cable to tracker. Connect other end of USB cable to any device with a powered USB port (device not included).

4 While charging, all 5 bars will pulse. When charge is complete, all 5 bars glow continuously (takes approximately one hour to fully charge) and your tracker will make a short musical sound. When fully charged, disconnect tracker from USB cable.



5 Replace tracker in band. NOTE: Insert port door end of tracker into band first.

EARN ENERGY POINTS



BUTTON

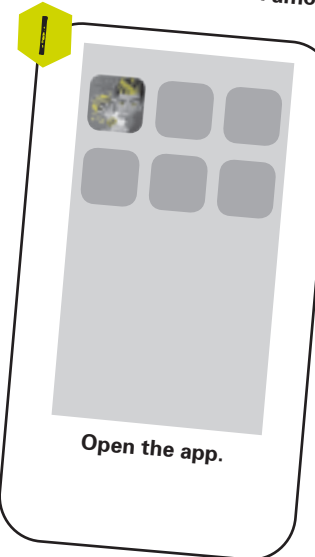
WEAR THE BAND AS YOU PLAY!
YOU EARN ENERGY POINTS AS YOU MOVE!

PRESS BUTTON TO CHECK THE ENERGY POINTS EARNED:

- NO POINTS: 1 BAR BLINKS.
- AS YOU ADD POINTS, MORE BARS WILL BLINK.
- WHEN ALL 5 BARS ARE GLOWING CONTINUOUSLY, THE TRACKER IS FULL. (THE FIRST TIME YOU CHECK THE TRACKER WHEN IT'S FULL, IT PLAYS A SHORT MUSICAL SOUND.)

TRANSFER POINTS TO APP

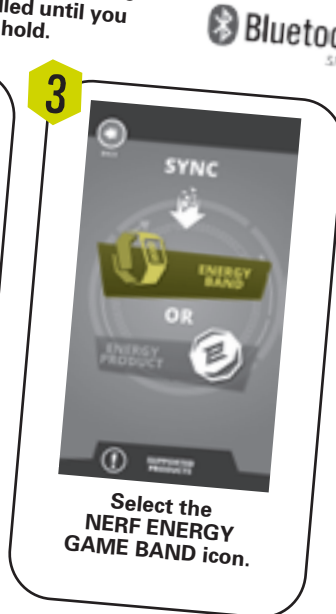
When the tracker is full, transfer the points to the NERF ENERGY RUN app. The first time you fill the tracker, you need to transfer the points to the NERF ENERGY RUN app before you can earn more points. As you advance in the app game, the tracker will be able to store more points. Each time you fill the tracker, the bars will change from 5 lit bars to 1 lit bar, showing you that the tracker is ready to be refilled until you reach the maximum amount of points that the tracker can hold.



Open the app.



Select the sync icon.



Select the NERF ENERGY GAME BAND icon.



Press the button on your tracker to wake it, then press and hold it again for 3 seconds.

Select your band when it appears.



Press the SYNC ENERGY button on the app.



When the transfer is complete, the points appear on the app.

Images shown are not final. Actual images may differ. Device not included.

GAME BAND CARE

NERF ENERGY Game Band is splash-resistant. Do not wear it while swimming, bathing, or showering. Wipe NERF ENERGY Game Band with a damp cloth to clean. Do not immerse in water.