

Product	juice pack pulse
Compatibility	Made for 4th Generation iPod touch
Box Contents	juice pack pulse, micro USB charging cable, Manual

juice pack pulse

User Manual - Made for iPod touch 4th Generation

Welcome

Thank you for purchasing the mophie pulse game controller. The pulse is an innovative rumble feedback gaming device designed to give you a new dimension to your gaming experience while playing games on the iPod touch (4th generation). The pulse controller will improve the usability and appeal of all iPod apps - not just games. All effects, such as music, button clicks or scrolling will create a sensory feedback.

Features

The pulse turns the iPod touch (4th generation) into the ultimate handheld gaming device while providing complete hard case protection and a textured gaming grip for absolute control.

Here's a rundown of why the pulse is the ultimate gaming experience:

1. Built in 800mAh Lithium Polymer battery is designed to last as long as your iPod, so you can always have the best gaming experience.
2. Integrated stereo speakers deliver unmatched sound quality to games and music.
3. Use the LED status indicator to monitor the pulse game controller's power levels. Indicates charging mode and current battery life. Know before you go.
4. Sleek hard-shell design provides complete protection from bumps and scratches with rubberized soft-touch grip for flawless performance.
5. VivicTouch™ Technology introduces bone-shaking dynamic motion response to maximize any game's performance.
6. Uses a rechargeable lithium polymer battery to power the advanced rumble feedback. However, the battery inside this case will not charge the iPod touch.

7. Pass-through design allows access to all your ports and controls while the three-way standby switch gives you complete control of your experience. Stereo Sound / Stereo Sound with Rumble Feedback / Off.

8. Included micro USB cable connection allows you to charge and refill your game case's battery.

9. Rechargeable for over 500 cycles. (These are FULL cycles. Partial cycles don't count as full. So, you can charge your game case 10% of the way ten times before you get to a complete cycle. Don't be afraid to top it off.)

10. Built-in short circuit, over-charge and temperature protection. Safety First!

Compatibility

The mophie pulse connects to your iPod touch through the headphone jack. This game case is intended solely for use with the Apple iPod touch (4th generation). Please do not attempt to use this product with any other device.

Charging your pulse game case

Connect the pulse to a power source using the micro USB cable that came with your game case. The micro USB cable can be plugged into your computer or any "Made for iPod" wall-plug style power source with USB out including the standard iPod or iPhone wall adapter. (The LEDs located on the back of the device will blink when charging, as the pulse becomes more charged the LEDs will indicate how full it is, but one LED will remain blinking until completely full.)

Important - Initially, the pulse comes charged and ready to go, but after the initial use, normal charging will take about 2 hours for maximum power.

Note - The mophie pulse is not a juice pack charger so please charge your iPod touch (4th generation) separately.

To keep your pulse game case operating to its fullest potential, make sure to do the following:

1. Preserve battery life by flipping the standby switch to the OFF position when the pulse is not in use.
2. Keep the pulse game case dry and away from moisture and corrosive material
3. Do not wash the pulse game case with harsh chemicals, soaps, or detergents. Just wiped the case with a soft, water dampened cloth.
4. Re-charge your pulse game controller once every three months when not in use and remember to charge it for one hour before putting it away the first time.

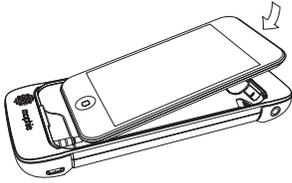
Warranty

At mophie, we are dedicated to making the best quality products we can. To back this up, your pulse is warranted for 1 full year from the date of purchase. Be sure to register your product at mophie.com to activate it and check for the latest product updates as they develop.

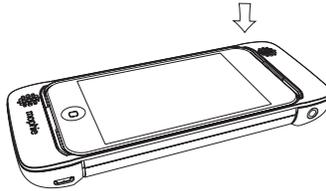
Customer Service

Telephone: 888.8mophie
Web: www.mophie.com/cs
Service Hours: 9am to 6pm M-F ET

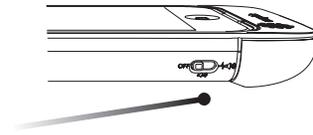
Connecting your iPod touch



1 Slide the iPod in to the pulse case bottom end first; making sure the touch is securely connected to the pass-through headphone jack.

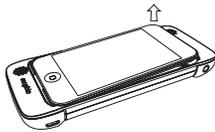


2 Press the top of the iPod touch down in to the pulse case until the top snaps in to place.

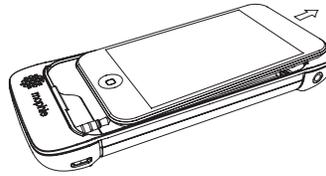


3 Flip the switch to the gaming position and launch your favorite game.

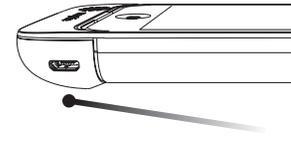
Removing your iPod touch



1 Disengage the latch on the back of the device until the top of your iPod touch is released from its catch.

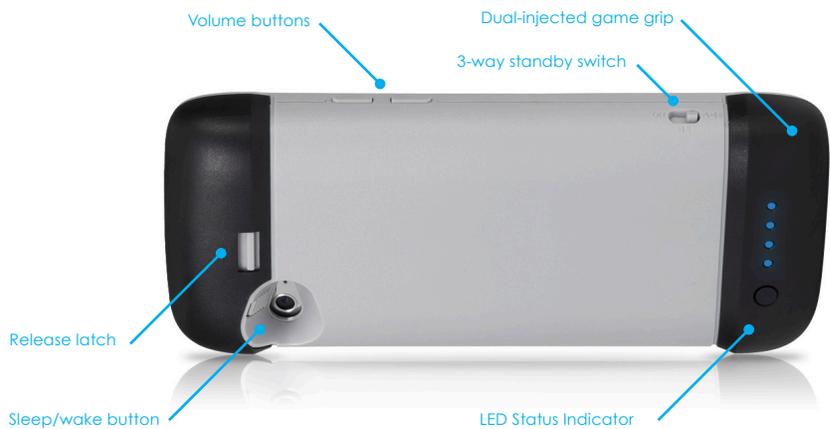


2 Rock the iPod touch forward slightly and slide it up to disconnect the touch from the pass-through headphone jack.



3 Recharge the pulse case and store it in a safe place until your ready for your next round of gaming.

Anatomy of the mophie pulse



FAQ

Why do I need a pulse?

The pulse is the ultimate game-enhancing case for the iPod touch (4th generation). Not only does it offer superior protection, but it features Vivitouch™ Technology high fidelity haptics technology for precision pulsating vibrations and boosts the stereo sound for the gamer on-the-go.

What are haptics?

Haptic feedback is the pulsating vibrating feedback you feel while playing games with the mophie pulse game case. The Vivitouch™ Technology technology found inside the pulse provides strong, meaningful, tactile feedback and a realistic touch feel experience while gaming. This technology responds to button clicks, scrolling through lists, custom feedback for gestures, and other enhanced gaming and music effects.

Can the battery in the pulse charge my iPod touch (4th generation)?

The 800mAh battery inside the pulse is used to power the haptic feedback and stereo sound. The iPod touch must be charged separately.

Am I able to use the USB cable to sync my iPod touch while connected to the pulse case?

The micro-USB port is meant for charging the pulse only. You must remove the iPod touch from the case to charge and or sync with iTunes.

How can I charge the pulse?

Connect the pulse to a power source using the included micro-USB cable. The USB cable can be plugged in to your computer or any "Made for iPod" wall-plug style power source with USB out. Just remember to charge your iPod touch separately.

How can I control the sound of the pulse?

Pass-through design allows you to maintain full control of your volume levels while using either headphones or the integrated stereo speakers.

Warning

Read all instructions and warnings prior to using this product. Improper use of this product may result in product damage, excess heat, toxic fumes, fire or explosion, for which damages you ("Purchaser"), and not mStation or mophie (collectively "Manufacturer") are responsible.

⚠ Do not store battery in high temperature environment, including intense sunlight heat. Do not place battery in fire or other excessively hot environments.

⚠ Be cautious of excessive drops, bumps, abrasions or other impacts to this battery. If there is any damage to the battery such as dents, punctures, tears, deformities or corrosion, due to any cause, discontinue use and contact manufacturer or dispose of it in an appropriate manner at your local battery recycling center.

⚠ Do not disassemble this battery or attempt to repair or modify it in any manner.

⚠ Do not expose this battery to moisture or submerge it in liquid. Keep battery dry at all times.

⚠ Do not attempt to charge battery using any method, apparatus or connection other than the device's USB connector. For questions or instructions for the various ways to charge the juice pack refer to this manual's "Charging your juice pack" and "use summary" sections.

⚠ Do not attempt to replace any part of this battery.

⚠ If this battery is intended by Purchaser to be used by a minor, purchasing adult agrees to provide detailed instructions and warnings to any minor prior to use. Failure to do so is sole responsibility of purchaser, who agrees to indemnify Manufacturer for any unintended use/misuse by a minor.

⚠ All batteries have gone through a thorough quality assurance inspection. If you find that your battery is excessively hot, is emitting odor, is deformed, abraded, cut or is experiencing or demonstrating an abnormal phenomenon, immediately stop all battery use and contact Manufacturer.

⚠ For extended storage, first charge your battery for one hour.

⚠ Never dispose of batteries in the garbage. Disposal of batteries in the garbage is unlawful under state and federal environmental laws and regulations. Always take used batteries to your local battery-recycling center.

Legal

This Battery is meant for use only in conjunction with the appropriate mobile entertainment device. Please consult your device packaging to determine whether this Battery is compatible with your particular mobile entertainment device. Manufacturer is not responsible for any damages to any mobile entertainment device incurred through the use of this product.

Manufacturer shall not in any way be liable to you or to any third party for any damages you or any third party may suffer as a result of use, intended or unintended, or misuse of this Battery in conjunction with any device or accessory other than the appropriate mobile entertainment device for which this battery is designed. Manufacturer will not be responsible for any damages you or any third party may suffer as a result of misuse of this Battery as outlined above. If you are responsible for battery use with an unintended mobile entertainment device and damages result from such use, you agree to indemnify Manufacturer for any resulting injuries to any third part(ies). mophie and juice pack are registered trademarks of mophie Inc. iPhone and iPod are trademarks of Apple Inc., registered in the U.S. and other countries. All rights reserved.

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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced technician for help.

CAUTION: To comply with the limits of the Class B digital device, pursuant to Part 15 of the FCC Rules, this device is comply with Class B limits. All peripherals must be shielded and grounded. Operation with non-certified peripherals or non-shielded cables may results in interference to radio or reception.

MODIFICATION: Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the device.