



TOP SECRET SPY CASE™

4 SECRET SPY TOOLS IN A CUSTOM CASE!

Ages 6 & up
10555

Important: Please save this instruction sheet.
It contains valuable product information.

How to play with your SpyX Night Nocs

TO USE THE SpyX Night 'Nocs as Daytime Binoculars

1. Look through the **EYEPIECES** and rotate the **FOCUS WHEEL** until the image becomes sharp.

To use the SpyX Night 'Nocs at night (Fig 1.)

1. Slide the switch that is on the left to turn on the Night Vision light
2. If you want to go super stealth, slide the switch on the right side which will engage the Red "Stealth" filter so you can avoid detection while still spying at night. You can switch it back to White LED light at any time by moving the switch back to its original position.

How to play with your SpyX Micro Listener

- 1) Unclip the Earbud and unwrap the cord
- 2) Move the on/off switch to on (Fig 2)
- 3) Gently place the ear bud into your ear
- 4) Clip your Micro Listener to the inside of your pocket so the Sound Dish is pointing outwards. (Fig 3)

Tip: When you are done playing make sure you turn off the SpyX Micro Listener

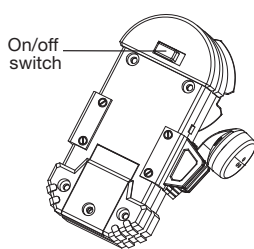


Fig. 2

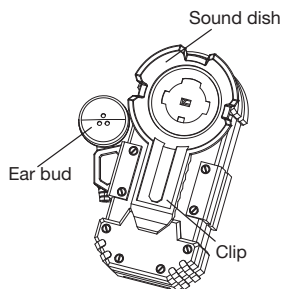


Fig. 3

Cool Sunglasses with mirrored lenses so you can see behind you without anyone knowing

Features

- Impact resistant Glasses
- Reflective surface on each lens.
- Lenses clip into frame for storage, replacement, or cleaning

Put on the sunglasses on your face as usual and look to the right or the left edge of the lenses. The mirrored surface reflects what is behind you (Fig. 4). Move your head a little to left & right and up & down to get the best view.

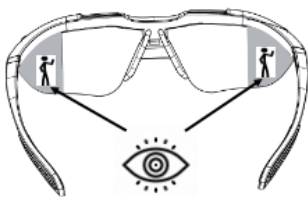


Fig. 4

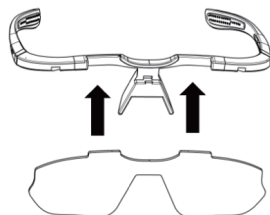


Fig. 5

The Rear-view glasses lens can be removed from the frame by gently pulling down. (Fig. 5) Reassembly is done by lining up the lenses as shown into pushing them into the slot until they are fixed in place.

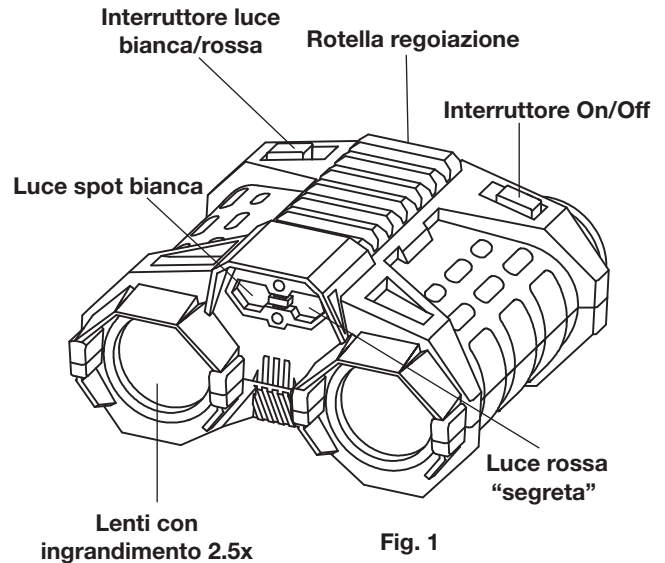


Fig. 1

TO OPERATE The MOTION ALARM- Motion Detector(Fig.6)

Place Motion Alarm near a place where you think people may walk, like a door or a hallway.

- The alarm works best in bright light.
- Turn on the alarm to position #M (Motion Detector). The red LED will flash after 3 seconds to show that the alarm is ready to go!
- If alarm does not sound, it could be because it needs a bit more light in the room. Test the alarm by moving your hand in front of the beam.
- The alarm will sound for 2 to 3 seconds show you that the alarm is set.
- After turning the alarm on, the alarm will reset automatically.
- Turn alarm off when not using to make the batteries last longer.

TO OPERATE The MOTION ALARM- Vibration Detector

Place Motion Alarm in or on anything that you want to protect (example: a book or backpack)

- The alarm works in any light conditions.
 - Turn on the alarm to position #V (Vibration Detector). The red LED will flash after 3 seconds to show that the alarm is ready to go!
- Test the alarm by picking up or moving the object that the alarm sits on
- The alarm will sound for 2 to 3 seconds show you that the alarm is set.
 - After turning the alarm on, the alarm will reset automatically.
 - Turn alarm off when not using to make the batteries last longer

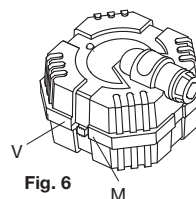
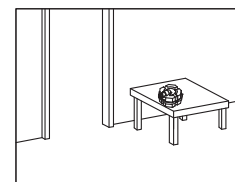


Fig. 6



TAKE CARE OF YOUR MICRO GEAR SET TOOLS

- Avoid dropping, bumping or smashing your tools.
- Do not immerse them in water or get them wet.

BATTERY SAFETY INFORMATION

- Only adults should install and replace batteries.
- Do not recharge non-rechargeable batteries.
- Remove dead or exhausted batteries.
- Insert batteries correctly. Match positive and negative signs.
- The supply terminals are not to be short circuited.
- Do not use rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only the batteries of the same or equivalent type recommended are to be used.
- Do not dispose batteries in a fire; they may explode.
- Dispose of batteries safely.

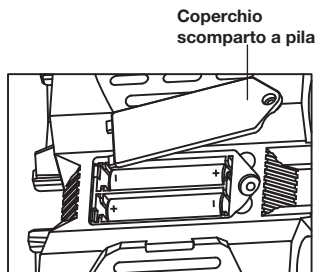


Fig. 7

ATTENTION ADULTS: TO REPLACE BATTERIES

The **THE SpyX Night 'Nocs as Daytime Binoculars** (Fig. 7) requires two AAA (LR03) batteries,not included.

The **SpyX Micro Listener** (Fig. 8) requires one 357 (LR44) button-cell battery, included.

The **MOTION ALARM** (Fig. 9) requires two AAA (LR03) batteries,not included.

1. Locate the battery compartment on the rear of each Micro Gear Set tool. Use a small Phillips head screwdriver to loosen the screw, and remove the battery cover.

Note: The screw will not detach from the battery cover.

2. Remove exhausted batteries.
3. Place new batteries in compartment as shown (Figs. 7, 8, & 9).
4. Replace battery cover and tighten screw.

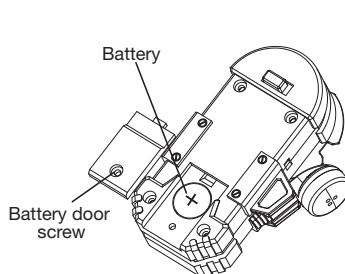


Fig. 8

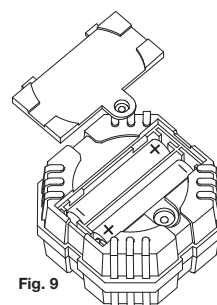


Fig. 9

BATTERY SAFETY INFORMATION :

- Remove and immediately recycle or dispose of used batteries according to local regulations and keep away from children.
- Do NOT dispose of batteries in household trash or incinerate.
- Even used batteries may cause severe injury or death.
- Call a local poison control center for treatment information.
- **SpyX Micro Listener** includes one 357 (LR44) 1.5Vbutton-cell
- Do not force discharge, recharge, disassemble, heat above 70 temperature incinerate. Doing so may result in injury due to venting, leakage or explosion resulting in chemical burns.
- Remove and immediately recycle or dispose of batteries from equipment not used forl an extended period of time according to local regulations.
- Always completely secure the battery compartment.
- If the battery compartment does not close securely, stop using the product, remove the batteries, and keep them away from children.

⚠ WARNING

- **INGESTION HAZARD:** This product contains a button cell or coin battery.
- **DEATH** or serious injury can occur if ingested.
- A swallowed button cell or coin battery can cause **Internal Chemical Burns** in as little as **2 hours**.
- **KEEP** new and used batteries **OUT OF REACH** of **CHILDREN**
- **Seek immediate medical attention** if a battery is suspected to be swallowed or inserted inside any part of the body.



FCC Statement:

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.

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

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.

No obvious symptoms

Unfortunately, it is not obvious when a button or coin battery is stuck in a child's oesophagus (food pipe).

There are no specific symptoms associated with this. The child might:

- cough, gag or drool a lot;
- appear to have a stomach upset or a virus;
- be sick;
- point to their throat or stomach;
- have a pain in their abdomen, chest or throat;
- be tired or lethargic;
- be quieter or more clingy than usual or otherwise "not themselves";
- lose their appetite or have a reduced appetite; and
- not want to eat solid food / be unable to eat solid food.

These sorts of symptoms vary or fluctuate, with the pain increasing and then subsiding. A specific symptom to button and coin battery ingestion is vomiting fresh (bright red) blood. If the child does this seek immediate medical help.

The lack of clear symptoms is why it is important to be vigilant with "flat" or spare button or coin batteries in the home and the products that contain them.

CAUTION: Viewing the sun can cause permanent eye damage. Do not view the sun with this product or even the naked eye.



WARNING:

CHOKING HAZARD - Small parts. Not for children under 3 years.



WARNING:

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

Product specifications subject to change.

TOP SECRET SPY CASE 10555-IS-US



IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT
www.atomicmonkeyproducts.com/help

BATTERY WARNING :

KEEP OUT OF REACH OF CHILDREN
If the battery compartment does not close securely, stop using the product and keep it away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.



WARNING:

This product contains a cell battery. The battery is hazardous and the battery can cause severe or fatal injuries in 2 hours or less if it is swallowed or placed inside any part of the body.