

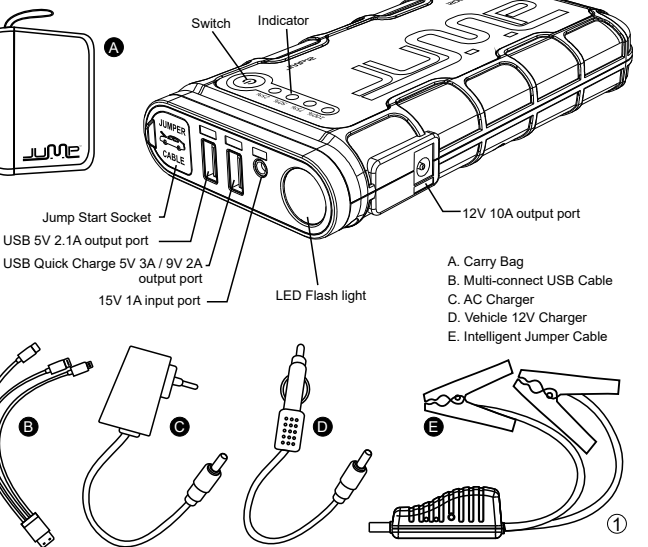
MULTI-FUNCTION VEHICLE JUMP STARTER



JMP12 USER INSTRUCTIONS

Thank you for purchasing the JUMP JMP12. Always follow basic safety precautions when using electrical appliances. Read all instructions carefully. Please keep this instruction manual for easy reference.
Note: Only Jump Start 12V Petrol Vehicles up to 5.0L and 12V Diesel Vehicles up to 3.0L.

A. PRODUCT LAYOUT

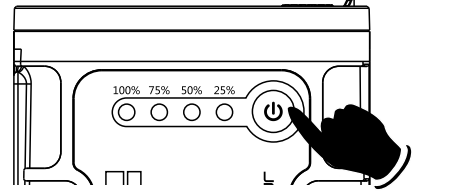


- A. Carry Bag
- B. Multi-connect USB Cable
- C. AC Charger
- D. Vehicle 12V Charger
- E. Intelligent Jumper Cable

B. OPERATION

Battery Level Indicator

Press the switch to check the battery storage level of JMP12.



JMP12 Charging Instruction

Plug the AC Charger into the wall socket and then connect the plug into the 15V 1A input port on the JMP12.

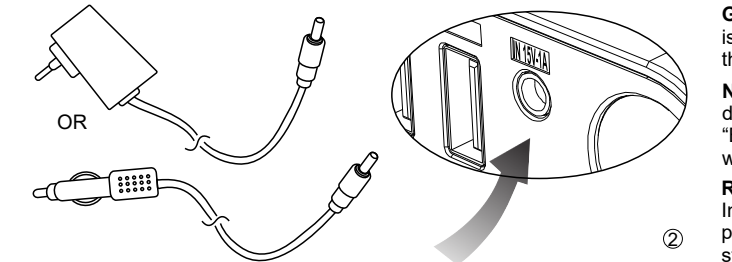
Or

Plug the car adaptor into the vehicle cigarette lighter socket and then connect the plug into the 15V 1A input port on the JMP12.

3. Charging time will be approximately 3-4 hours

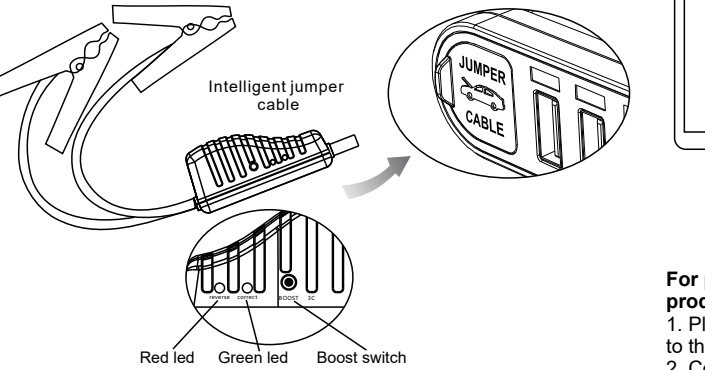
The led indicators will flash during the charging period. The level of charge / storage will be shown by solid lit led's. All the led indicators will turn 'off' when the charging is paused or completed.

The Jump must be fully charged after each use and at least every six months when not in use.



Jump start 12V vehicle Instruction

1. Connect the blue plug on the Intelligent Jumper Cable into the host, and make sure it is pushed in all the way. The Intelligent Jumper Cable led's should be 'off'.
2. Connect Red Clamp to the positive (+) battery terminal, Black Clamp to the negative (-) battery terminal **Note: Only Jump Start Petrol Vehicles up to 5.0L and Diesel Vehicles up to 3.0L.**
3. If the green led is 'on' then you can start the vehicle.
4. Once the vehicle is started, remove the jumper cable from the vehicle battery. Leave the vehicle's engine running.



GREEN LED 'ON': Indicates that the connection is correct and the circuit is working, you can turn on the engine and jump-start the vehicle.

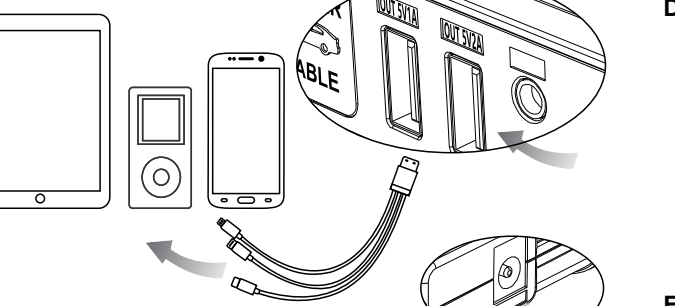
GREEN LED FLASHING WITH BUZZING: Indicates the vehicle battery is low, press the "BOOST" button, wait until the GREEN LED lights solid, then turn on the engine within 30 seconds.

NO LED's 'ON' - NO BUZZING: Indicates the vehicle's battery maybe damaged, after confirming the clamps are correctly connected, press the "BOOST" button, wait until GREEN LED turns 'on', then start the engine within 30 seconds.

RED LED 'ON' WITH BUZZING: Indicates the connection is wrong, check and make sure the connection polarity is correct then wait until the GREEN LED turns 'on' and then start the engine.

Charging Cell Phone or Tablet

1. Plug-in the supplied multi USB cable into either the 5V 2.1A or Quick Charge 5V 3A / 9V 2A output port.
2. Select the appropriate cable for the device you are going to charge i.e. mobile phones or tablets.
3. Press the switch button. The JMP12 will read your connected device and begin the charging cycle.

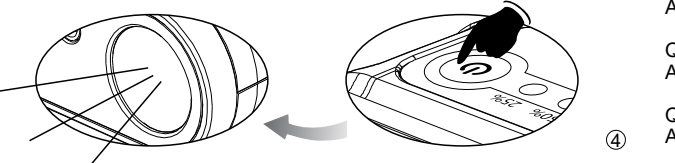


For power supply to 12V vehicle products

1. Plug the optional cigarette socket cable to the 12V 10A output port.
2. Connect the vehicle products cigarette connector into the cigarette socket.
3. Press the switch button to power supply.

LED flash light

Press the switch for 3 seconds to switch the LED flash light 'on'. A short press on the switch will change the LED mode to strobe, SOS and 'off'.



C. PARTS LIST

Host	1	Vehicle 12V Charger	1
Multi-Charge cable	1	Bag	1
Intelligent jumper cable	1	User Manual	1
AC Adapter	1		

D. TECHNICAL SPECIFICATIONS

Size: 171*87*31mm
 Weight: 450g
 Battery Capacity: 12000mAh (44.4Wh)
 Output: 5V ≡ 2.1A; Quick Charge 5V ≡ 3A/9V ≡ 2A; 12V ≡ 10A
 Input: 15V ≡ 1A
 Full charging time: 3-4 hours
 Starting current: 250A
 Peak current: 600A
 Operating temperature: -20°C ~ 60°C

E. FAQ

- Q.. How do I turn the JMP12 'off'?
- A. The JMP12 will power 'off' automatically when no load is detected or when charging is complete.
- Q. What is the charging time to fully charge the JMP12?
- A. Approx. 3-4 hours.
- Q. How many times can a fully charged JMP12 charge my cell phone?
- A. Depends on the battery capacity of your cell phone. For example a iPhone 6, can be fully charged about 6 times.
- Q. How many times can a fully charged JMP12 jump start a vehicle?
- A. Approx. 20 times.
- Q. What's the lifetime of JMP12?
- A. Usually 3-5 years in normal use.
- Q. How long will the JMP12 hold the battery charge for?
- A. 6-12 months, however, we suggest to recharge it every 3 months.

F. TROUBLE SHOOTING

FINDING	CAUSE	SOLUTION
No response when pressing the switch button.	Low voltage protection on the JMP12 is activated.	Plug the AC adapter or vehicle charger into the 15V 1A input port and charge the JMP12.

G. TOXIC AND HARMFUL SUBSTANCES

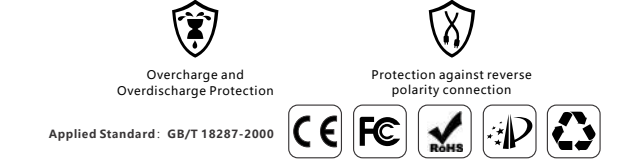
Composition and amount of toxic and harmful substances in JMP12.					
Pb	Hg	Cd	Cr(VI)	PBB	PBDE
○	○	○	○	○	○

○ Indicate all homogeneous materials' hazardous substances content are below the MCV limit specified in the Standard 2002/95/EC(RoHs).

H. WARNING

1. Read the instruction manual carefully before using this unit.
2. Jump for 12V vehicles only, do not attempt to jump 24V vehicles.
3. Caution while using this unit. Do not hold the unit or keep it near your face or body while jump starting.
4. DO NOT use this unit if any cable clamp or cord is damaged.
5. DO NOT use in place of a vehicle battery.
6. DO NOT use as a battery charger.
7. Never leave the unit on car battery after the vehicle has started.
8. Only use the jumper cable provided with the JMP12 unit.
9. Make sure the BLUE plug of the jumper Cable is fully plugged into jumping socket, to avoid potential melting of the blue plug.
10. Make sure to check all the battery connections are CLEAN before Jump Starting! Make sure the battery clamps are well connected! If the battery terminals on the vehicle are dirty or corroded, the power of the unit will be decreased.
11. Do NOT Jump Start more than 3 times in a row. It could damage the unit by overheating. Give two minutes between attempts. The jumping cable can become overheated and detach as a safety measure.
12. Remove the product from the vehicle battery within 30 seconds of Jump Starting. If not, it could lead to damage.

13. Do NOT connect the two clamps together.
14. Only jump start when 3 to 4 led lights are illuminated.
15. Not to be used by young or infirm persons without supervision.
16. Only charge the JMP12 with the supplied chargers.
17. Do NOT use as a toy.
18. Do NOT allow the product to get wet.
19. Do NOT immerse the product in water.
20. Do NOT operate the product in explosive atmospheres, such as in the presence of flammable liquids, gases or dust.
21. Do NOT modify or disassemble JMP12. Only an authorized repair technician may repair this unit.
22. Do NOT expose product to extreme heat or fire.
23. Make sure someone is within audible range of your voice when jump starting a vehicle in case you should need them to come to your aid.
24. Remove personal metal items like rings, bracelets, necklaces, etc. when using the products.
25. Do NOT drop unit. If unit receives a sharp blow or is otherwise damaged in any way, have it checked by a qualified battery technician.
26. Do NOT store in locations where the temperature may exceed 70°C
27. Charge only at ambient temperature between 0°C and 60°C.
28. Do NOT use the unit to jump start a vehicle while charging the internal battery.
29. If this unit is leaking liquid, dispose of it at a proper recycle facility immediately.
30. Under extreme conditions, battery leakage can occur. If a liquid is noticed coming from product do not handle with bare hands. In case of skin contact wash with soap and water immediately. If liquid comes in contact with eyes rinse eyes with cold running water for at least 10 minutes and get medical attention immediately.
31. Product contains lithium based battery. At the end of the product life dispose of the product according to local regulation.



I. WARRANTY INFORMATION

1. Sanji Electronics (Pty) Ltd offer a limited warranty for this product against any defects in material and workmanship for a period of 24 months from the date of purchase by the end user/consumer. The conditions of the warranty are as follows:
2. The warranty is only valid upon presentation of the original receipt (from dealer/retailer) by the original purchaser with the product to be repaired or replaced.
3. The warranty is void if the serial number, date of purchase and label have been removed.
4. The warranty does not cover damage or product failure resulting from normal wear and tear, physical abuse, improper installation, misuse, modification or repairs by unauthorized third parties.
5. We do not assume responsibility for any loss or damage incurred during shipment or as a result of a force majeure.
6. We are not liable for any incidental or consequential damages arising from the use or misuse of this product.
7. All warranty claims are limited to repair or replacement of the defective product and at the sole discretion of Sanji Electronics (Pty) Ltd.
8. If we repair or replace the product, the product will be covered for the remaining time of the original warranty period. Repair or replacement may involve the use of reconditioned units which are equivalent in function. Replaced part or product becomes the property of Sanji Electronics (Pty) Ltd.
9. Consumable components such as batteries are not covered by the warranty.

The Jump must be fully charged after each use and at least every six months when not in use.



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