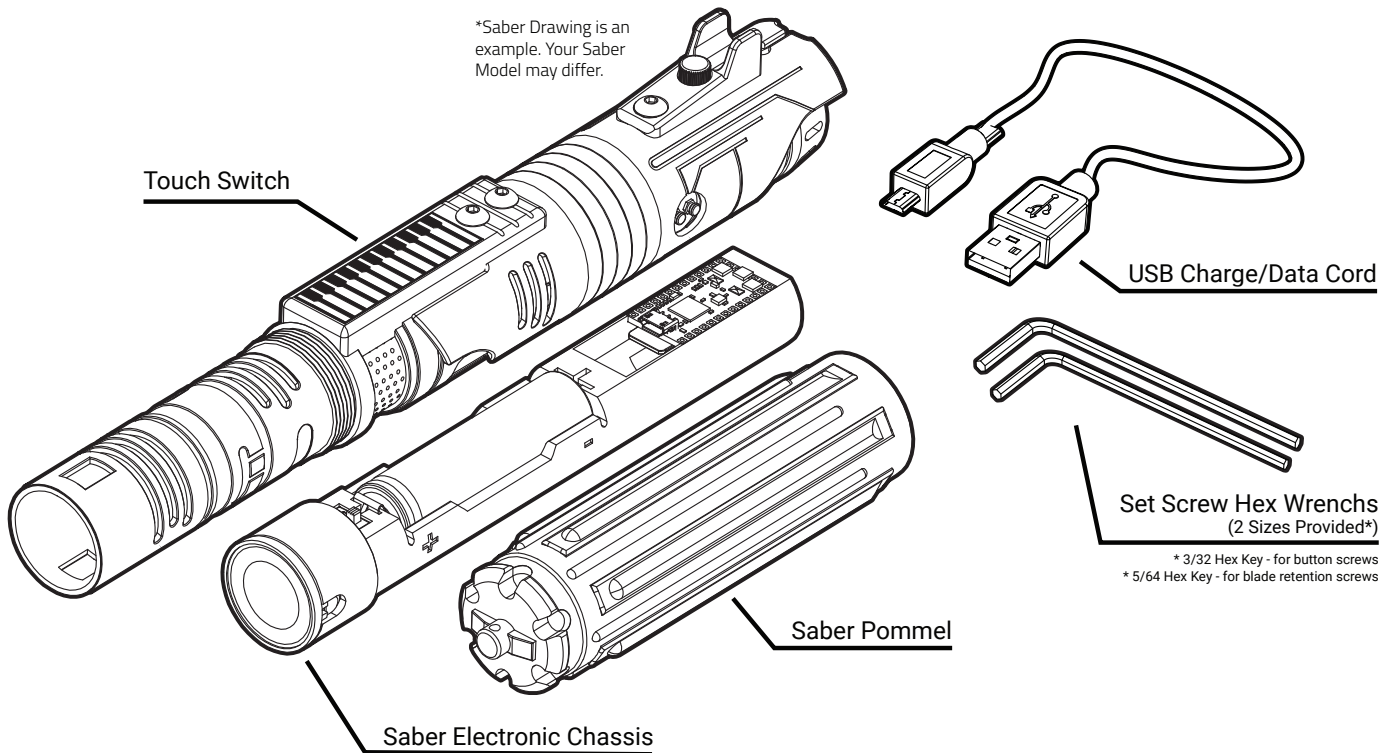


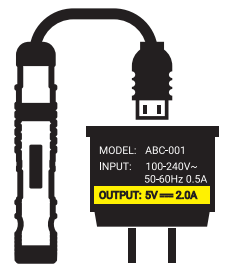
ELECTRUM SABERCRAFTS

Congratulations on your new Electrum Lightsaber! Your new saber is powered by the Proffieboard Saber Core, and features these components in your package. Confirm that these components are in the box. If your package is missing any of these components, contact the Electrum Sabercrafts team at info@electrumsabers.com



! When charging the saber, it is strongly recommended that you use a charger with an output of at least 5V 2A.

Most USB wall charger adapters will feature a text box with the output power rating. Check your charger to ensure your charger outputs the correct 5V 2A power supply. Input value does not matter. (See reference image to the right).



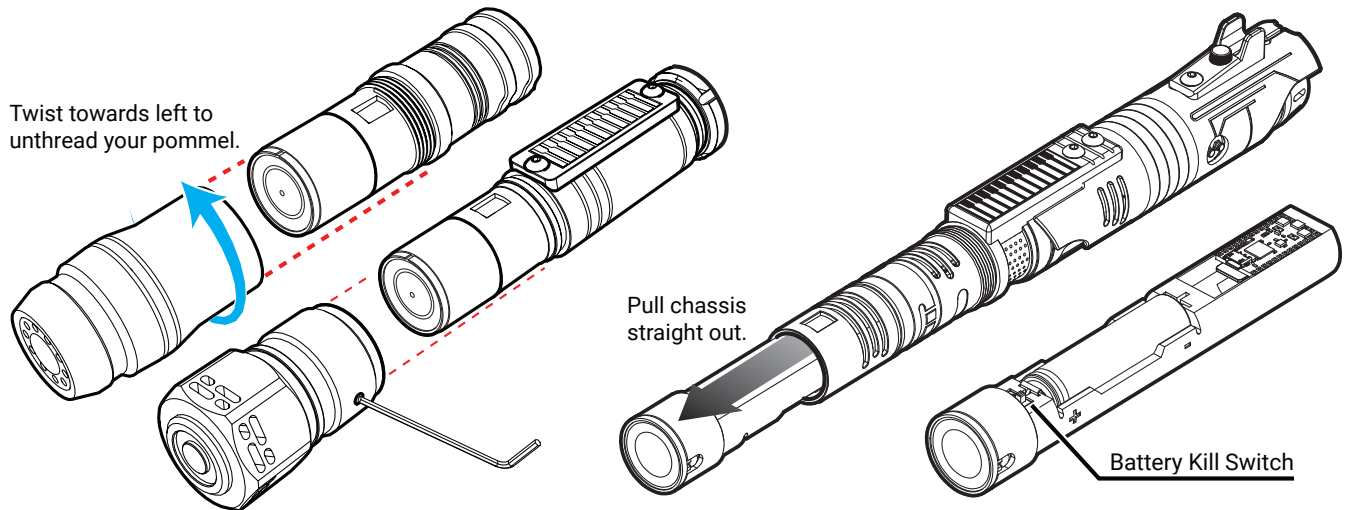
! When removing and reinserting the Electronic Chassis, be sure to insert it in the correct orientation. Your Chassis will only connect to the internal lighting assembly in one orientation.

! When removing and reinserting the battery, be sure to insert it in the correct orientation as marked on the saber electronic chassis. The saber features reverse polarity protection, but incorrectly inserting the battery can potentially damage your lightsaber lighting assembly or blade.



Find more information at ElectrumSabers.com/Resources

BASIC OPERATION



If your saber does not feature a threaded pommel, you can remove the pommel by loosening the set screw with one of the provided hex keys.

Accessing the Electronic Chassis

To access your lightsabers Electronic Chassis, you will need to remove the pommel of the saber handle. The chassis inside is press fit and keyed to the lighting and switch assembly of your lightsaber. The chassis can be pulled through the pommel opening.

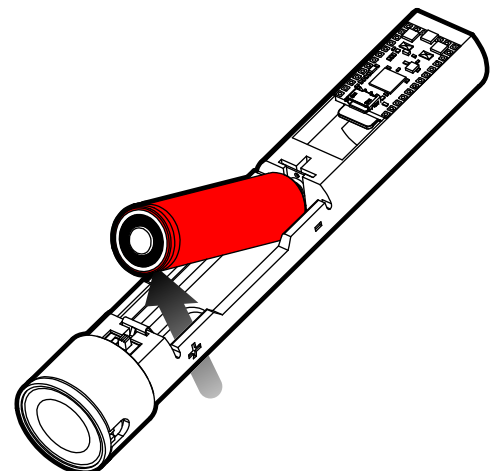
To activate the lightsaber, toggle the battery kill switch located on the rear of the chassis. The saber will play a boot sound, indicating it is ready to use. Slide the chassis back into the lightsaber hilt, being careful to push it straight into the inside assembly to make contact with the pins inside. The chassis pins are keyed and can only be connected in one orientation.

⚠ Do not twist the chassis inside the saber. Attempting to force the chassis could potentially damage the upper electronic assembly.

Removing the Battery

The lightsabers internal battery can be removed and replaced by the user. To remove the battery, remove the Electronic Chassis from the hilt. The battery can be pushed out through an opening underneath the battery tray. Replace the battery by pushing the negative end against the spring, and then click the positive end in place.

⚠ Battery polarity is important! Match the positive and negative ends to the ones marked on the electronic chassis.



BASIC OPERATION

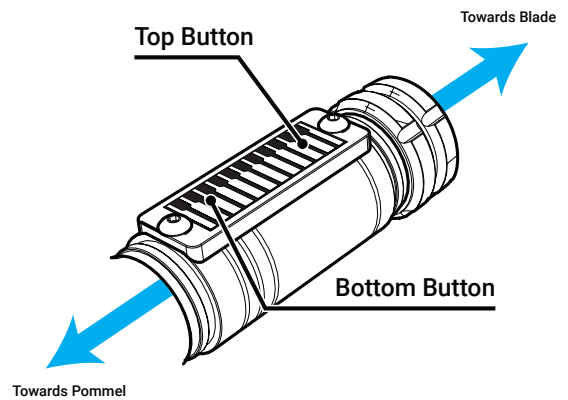
Touch Switch Operation

Each Electrum Saber Touch Switch has 2 points of activation by default:

AUX (Top Touch Button)

PWR (Bottom Touch Button)

These touch buttons perform different functions depending on whether the saber blade is activated or not.



Controls While Blade is OFF

Turn On / Ignite Saber:

Ignite Muted:

Change Preset:

Scroll Presets (twist menu):

Play Track:

Track Player:

Toggle Gesture Sleep:

Volume Menu:

Change Sound Font:

Tap PWR / TWIST On / THRUST On

Double tap PWR

Tap AUX *if pointing down will go to previous

Hold AUX to activate, then;

Turn Right = Next Preset

Turn Left = Previous Preset

Tap PWR = Select Preset

Tap AUX = go to First Preset

Hold PWR for 1s pointing saber straight up

Hold PWR for 1s holding saber parallel

Turn Right = Next Track

Turn Left = Previous Track

Tap PWR = Play Current Track Once

Tap AUX = Random (shuffle tracks)

Hold PWR + Turn Right = Rotate (sequential tracks)

Hold PWR + Turn Left = Loop Current Track

Long Tap PWR = Stop Track Player

Hold PWR + Twist (toggles gesture controls on/off)

Hold PWR, Tap AUX, then;

Turn Right = Increase Volume (to max)

Turn Left = Decrease Volume (to min)

Tap PWR or AUX = Exit

Next Font = Hold AUX, Long Tap PWR (parallel or up)

Previous Font = Hold Aux, Long Tap PWR (pointing down)



BASIC OPERATION

Controls While Blade is ON

Turn Off / Retract Blade:

Tap PWR / TWIST Off

Blast Effect:

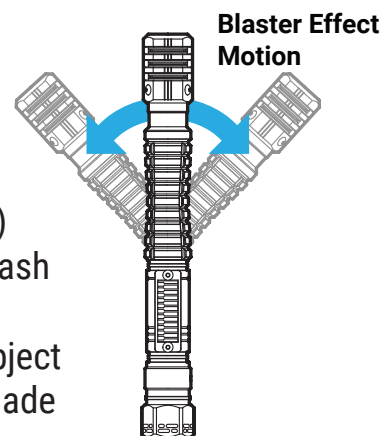
Tap Aux

Multi-Blast Mode:

Long Tap Aux

(Each Swing shows blast effect)

To exit, tap AUX or perform a Clash



Clash Effect:

Clash Saber blade against an object

Stab Effect:

Stab (thrust and impact tip of blade on an object)

Lockup Effect:

Hold PWR + Clash Saber

Drag Effect:

Hold AUX + Stab Down

Melt Effect:

Hold AUX + Stab Parallel or Up

Lightning Block Effect:

Hold PWR + click AUX

Force/Quote:

Long Tap PWR (Saber pointed parallel or down)

If pointing straight down, this toggles Force/Quote and play

If pointed parallel, it will play Force/Quote

Start/Stop Tracks:

Long Tap PWR (pointing saber straight up)

Color Change:

Hold AUX + Tap PWR (saber pointed parallel or down)

Rotate Hilt to select color

Tap AUX to revert

Tap PWR to save

Change Style (All Blades):

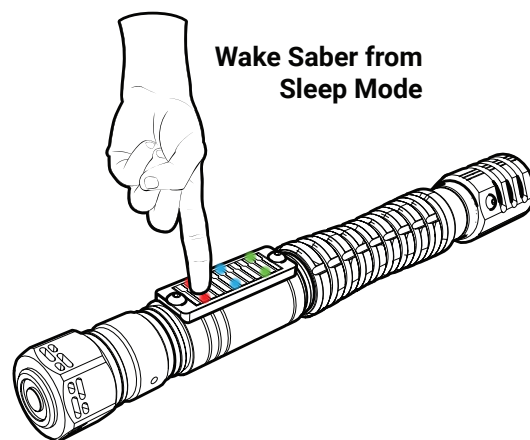
Next Style = Hold AUX, Long Tap PWR (parallel or up)

Previous Style = Hold Aux, Long Tap PWR (pointing down)

Sleep Mode

The Proffieboard Saber Core features a "Sleep Mode", that conserves power automatically when it is not in use. This mode activates after the saber is OFF (blade unlit) and idle for 10 minutes.

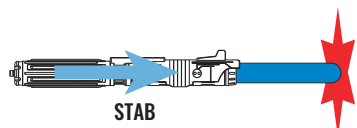
When this mode is triggered, the saber will not activate. To disengage Sleep Mode, touch the bottom button to wake the saber. A boot sound will play and the saber will be ready to use.



BASIC OPERATION

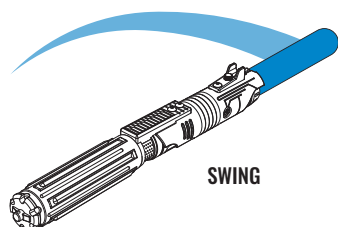
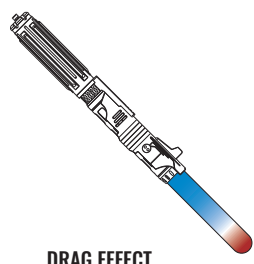
Gesture Controls

The Proffieboard Saber Core features Gesture control that allows to user to trigger special effects, or to enable the user to activate/deactivate their saber without using the touch switch.



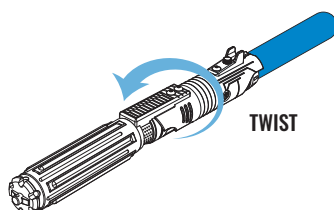
Stab and Drag/Melt

A stab gesture is activated when the user thrusts the tip of the blade straight with a hard stop at the end.



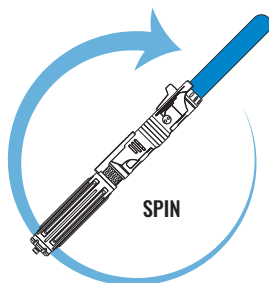
Swing

A Swing is activated when the saberblade is slashed along a path. Harder swings will trigger “Accent Swing” sound effects if present in your sound font.



Twist

A Twist gesture is activated by quickly twisting the hilt in a clockwise (CW) or counter-clockwise (CCW) direction.



Spin

A spin gesture is activated when the user spins the saber along the vertical axis quickly. This will play Spin effect sounds if present in your sound font.



BLADE OVERVIEW & OPERATION

Your lightsaber features a set screw in the emitter that is used to hold the blade. This screw needs only a friction fit to hold your blade. Use the provided hex key to set or remove the blade.

Standard and Dueling Blades (In-Hilt LED)

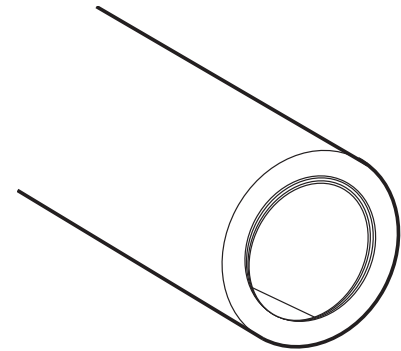
The standard blade setup, otherwise known as “In-Hilt LED”, are hollow blades that feature no electronics inside, and are lit by an LED inside the hilt.

To maintain these blades, use the provided dust cap when the blade is not inserted into the emitter. This will prevent specks from affecting the look of your blade. To remove any scratches caused by using your blade, you can refinish the blade with a fine grain scouring sanding pad along the length of the blade.

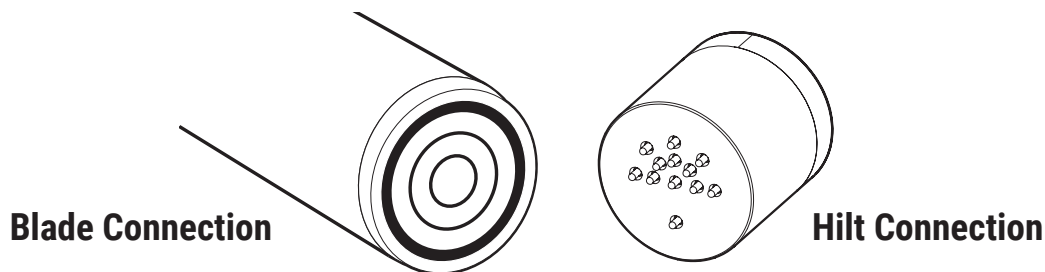
These blades also feature diffusion film inside the blade. Be careful not to twist or remove this film. It will naturally flex with the blade.

Neopixel Blades

The Neopixel Blade features LEDs inside the blade itself, so the blade can perform scrolling effects and other animations. The hilt connection uses a brass, spring loaded pin system to connect to the blade. This system is resilient, and eliminates the need to insert the blade in a specific orientation. Ensure that the blade is firmly pressed against these pins to avoid color errors and poor performance. You should ensure that the emitter is free of any debris before connecting a blade to avoid damaging the pins or the blade itself. Check the blade side connector as well for dirt or debris.



Standard Blade with Diffusion Film



Blade Connection

Hilt Connection



Electrum Sabercrafts does not warranty the Pixel Blade for full contact dueling.



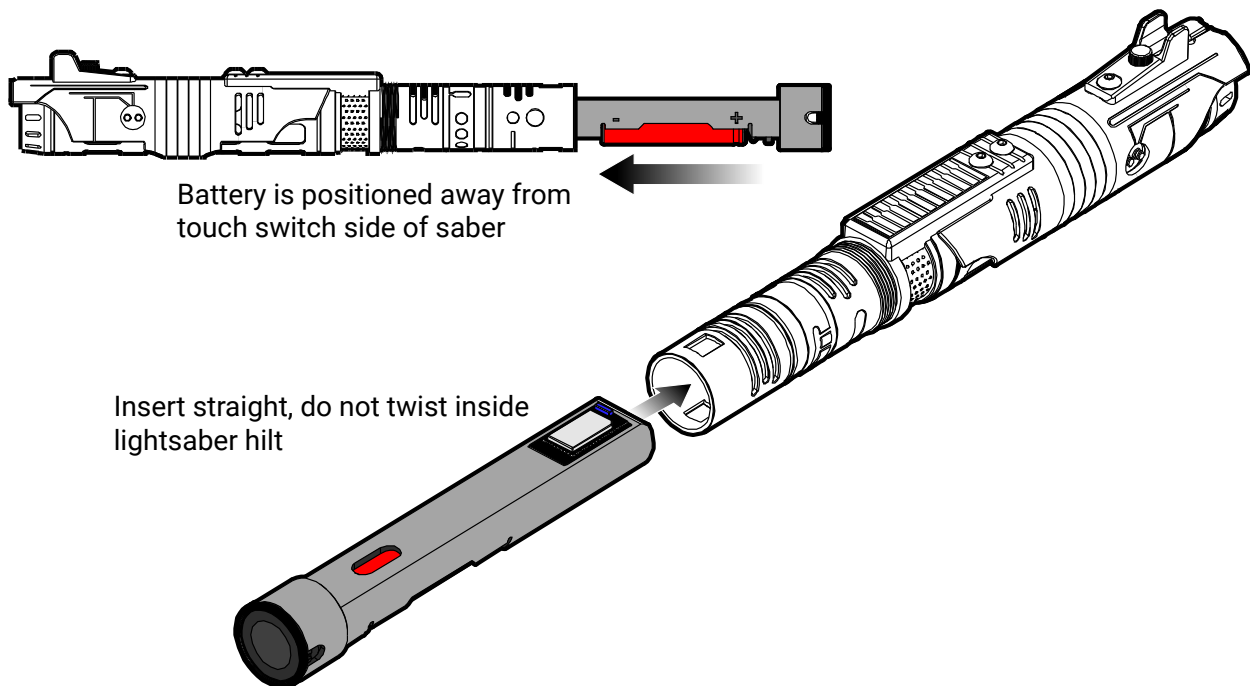
DO NOT over-tighten the blade set screw. A firm friction fit is enough to hold the blade for even heavy dueling sessions. Overdriving these screws can damage both your blade and the threading on your hilt.



Find more information at ElectrumSabers.com/Resources

TROUBLESHOOTING

- Before performing any advanced troubleshooting, please make sure your Smart Saber® is fully charged using a 5 volt 2 amp wall charger. LOW BATTERY CAUSES MOST ISSUES that a user may experience.
- If your Lightsaber will not boot up, your saber likely needs to be charged. Plugging the saber into a power source and then unplugging it will restart the sabers processing components.\
- Ensure that you match the battery polarity as indicated on your lightsaber chassis. Inserting your battery can potentially damage your saber lighting system.
- To reinsert the saber chassis into your lightsaber hilt, make certain to push it straight into the hilt without twisting. The correct orientation is with the battery and proffie core facing away from the switch plate. See the following diagram.



NEED SUPPORT?

If you need support or have questions regarding your Smart Saber, our support team is available to help. Send us message through our chat system on our website. Our support team responds Monday to Friday between the hours of 9 am - 4 pm MST.

For additional information on your Electrum Saber visit
www.ElectrumSabers.com/Resources



Find more information at ElectrumSabers.com/Resources

LIMITED WARRANTY

Limited Warranty covers defects in workmanship for the Product for a period of 3 years from the original date of Receipt from Electrum Sabercrafts.

This limited Warranty does not cover any damage due to (1) acts of God, accident, misuse, abuse, negligence, improper handling, commercial use or modifications of this Product, or normal wear and tear; (2) improper operation or maintenance of this Product; or (3) attempted repair by any party other than Electrum Sabercrafts.

This Limited Warranty does not apply where it is determined by Electrum Sabercrafts that there is no fault with the Product itself. Repairs not covered by the Limited Warranty may, at Electrum Sabercrafts' discretion, be carried out at the owner's expense.

Warranty Service, within the applicable warranty period, may be obtained by contacting Electrum Sabercrafts and requesting a Return Material Authorization Number (RMA #). Proof of purchase in the form a dated invoice/receipt must be provided to expedite the issuance of a Factory RMA.

After an RMA number has been issued, the defective product must be packaged securely in the original or other suitable shipping package to ensure that it will not be damaged in transit. The RMA number must be visible on the outside of the package and a copy included inside the package. The package must be mailed or otherwise shipped back to Electrum Sabercrafts with all costs of mailing/shipping/insurance prepaid by the warranty claimant. Customs and Brokerage charges billed to Electrum Sabercrafts as a result of return shipments must be paid by the warranty claimant before repaired/replaced product can be shipped back to the claimant.

If you attempt to repair it yourself, the warranty is VOID. We will repair, but it will be at the buyer's expense.

Warranty is non transferable. Warranty is subject to the Harassment Zero-Tolerance Policy.

Electrum Sabercrafts Return Policy

Electrum Sabercrafts offers a 3 day return policy. All returns are subject to a 30% restocking fee. The customer is responsible for cost of shipping. This only applies to product that is in brand new condition. The product must be packed in a similar way it was received. Once we have received the product and determined the condition we will issue the refund, minus the original shipping cost and 30% restocking fee.

Electrum Sabercrafts Repair (RMA)

Before returning any product for repair you need an RMA number. An RMA number can be issued only after first troubleshooting with Electrum Support. To discuss an RMA number, please email us at support@electrumsabers.com or reach out through our chat. Please have your name and order# available.

Harassment Zero-Tolerance Policy

Electrum Sabercrafts strives to provide the best customer service and care when communicating with our customers, and we seek to provide a safe, healthy and rewarding work environment for our staff and customers. Harassment will not be tolerated during communications with us. Electrum Sabercrafts Inc. reserves the right to deny customer care or warranty if a customer engages in any of the following with our staff:

- Excessive swearing, cursing, or derogatory remarks, including but not limited to; Racism, Sexism, Ableism, Homophobia, etc.
- Sexual harassment, including but not limited to: remarks about appearance, remarks about a persons gender identity, remarks about a persons body, etc.
- Threats, both physical or otherwise



In the case of any discrepancies between this printed version of this policy and the policy publically posted on www.Electrumsabers.com, the website version will be taken as accurate.



Find more information at ElectrumSabers.com/Resources