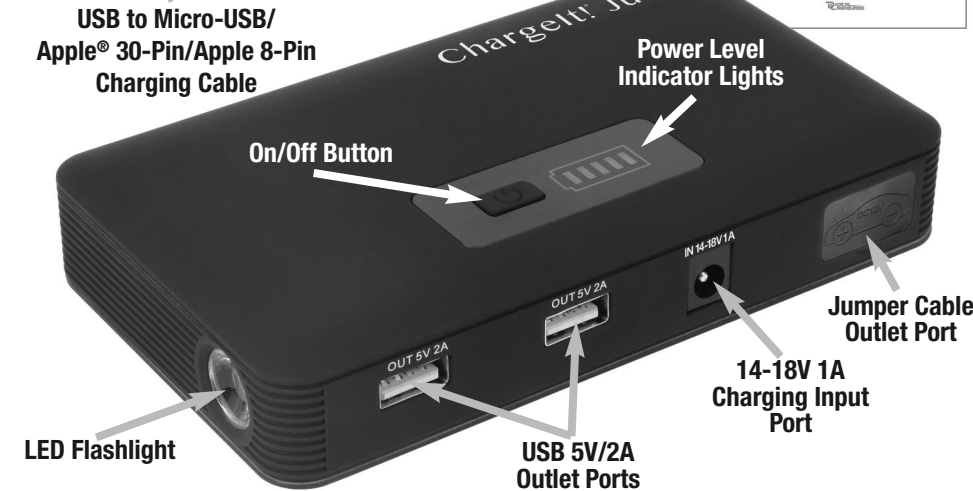


## Package Contents:



## Specifications:

7500mAh Lithium Polymer Battery

Battery Rating: 11.1V --- 28Wh

Battery Life Cycles: >500:

Input: 14-18V 1A

Output: USB 2A+2A (2.5 Max),

12V Automobile Jump Start

200 Amp Starting Current, 400 Amp

Peak Current

Over-Current, Short Circuit, Overload,

Over-Voltage, Over-Charge, and

Reverse-Polarity Protection

Recharging Time: Approx. 4 Hours

Size: 5.5" x 3.125" x .875"  
(140mm x 79mm x 22mm)

Operating Temperature Range: 15° - 140° F  
(-9° - 60°C)

Ultra-Bright LED Flashlight with S.O.S. Mode

For Use With: Automobiles, Watercraft,  
Motorcycles, Smartphones, Tablets, and  
Most Other Portable Electronic Devices

## How to Properly Dispose of Batteries

This product contains a lithium polymer battery. To properly dispose of expired batteries, view your city's website or newsletter to find what guidelines, if any, should be followed and to make note of their hazardous waste collection days. Batteries should be recycled or disposed of as per state and local guidelines. Do not dispose of batteries in fire.

## Technical Support

Email: [support+chargeitjump@pctreasures.com](mailto:support+chargeitjump@pctreasures.com)

Phone: (248) 236-0061 9:00am - 5:00pm EST, M-F.

## FCC Compliance

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 1: 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 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: a) Reorient or relocate the receiving antenna b) Increase the separation between the equipment and receiver c) Connect the equipment into an outlet different from that to which the receiver is connected d) Consult the dealer or an experienced radio/TV technician for help.

Note 2: Any 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.

## One (1) Year Limited Warranty

PC Treasures, LLC warrants this product to be free from defects in materials and workmanship. This warranty covers the original purchaser only, and is not transferable to anyone who subsequently buys, leases, or otherwise obtains from you. Your One Year Limited Warranty begins on the date of purchase. Your original purchase invoice or sales receipt, showing date of purchase, is your proof of warranty period. The duration of this warranty does not extend beyond the initial period of coverage should any repairs or replacements be made or performed.

This warranty does not extend to any product not purchased from PC Treasures, LLC, or an authorized PC Treasures, LLC reseller. This warranty does not extend to product that has been damaged or rendered defective as a result of use for which the product is not intended, is contrary to instructions provided in the user manual, as a result of the use of parts not manufactured or sold by PC Treasures, LLC, or due to any misuse, abuse, negligence, modification, or improper packing when returning product to PC Treasures, LLC.

EXCEPT FOR THE WARRANTY SET FORTH HEREIN, PC TREASURES, LLC DISCLAIMS ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED OR STATUTORY, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED TO THE TERM OF THIS WARRANTY. IN NO EVENT SHALL PC TREASURES, LLC BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES, INCLUDING BUT NOT LIMITED TO LOSS OF BUSINESS, PROFITS, DATA OR USE, WHETHER IN AN ACTION IN CONTRACT OR TORT OR BASED ON A WARRANTY, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THE PRODUCT. YOU AGREE THAT REPAIR, AND (UPON AVAILABILITY) REPLACEMENT, AS APPLICABLE, UNDER THE WARRANTY SERVICES DESCRIBED HEREIN IS YOUR SOLE AND EXCLUSIVE REMEDY WITH RESPECT TO ANY BREACH OF THE PC TREASURES, LLC LIMITED WARRANTY SET FORTH HEREIN.

## How Do I Obtain Warranty Service?

For warranty service, please email [warranty+chargeitjump@pctreasures.com](mailto:warranty+chargeitjump@pctreasures.com) or call (248) 236-0061 to report a claim, at which time PC Treasures, LLC technicians will attempt to solve any issues. If unable to resolve your issue, you will be issued an RMA to authorize the return of the item for repair/replacement. All charges incurred while returning product, including postage, duties, export taxes, and customs duties, are the responsibility of purchaser, and purchaser assumes all risk of loss during shipment. For more information visit [www.digitaltreasures.com](http://www.digitaltreasures.com)

Model Covered Under This Warranty: 09597, 09599



Digital Treasures is a division PC Treasures, LLC, 3720 Lapeer Rd., Auburn Hills, MI 48326

Made In China

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ChargeItJump\_MAN\_12/14

## IMPORTANT SAFETY INSTRUCTIONS:

DO NOT ALLOW THE BATTERY CLAMPS TO MAKE CONTACT WITH EACH OTHER WHEN CONNECTED TO THE CHARGEIT! JUMP. READ USER GUIDE BEFORE OPERATING.

## WARNING!

DO NOT attempt to open or disassemble the ChargeIt! Jump. There are no replaceable parts inside. DO NOT drop, hit or otherwise abuse the ChargeIt! Jump. DO NOT expose the ChargeIt! Jump to excessive moisture or rain. Keep the ChargeIt! Jump away from fire or from other sources of extreme heat. DO NOT incinerate. To avoid explosion hazard, DO NOT use the ChargeIt! Jump in the presence of gasoline fumes or other flammable gasses. When jump starting a boat battery located in the bilge area ensure that the bilge has been adequately ventilated to remove any gasoline fumes. As a safety precaution ensure that an adequate supply of fresh water, soap, and baking soda are nearby. Baking soda will neutralize the lead acid battery electrolyte.

# ChargeIt! Jump<sup>®</sup>

## Portable Power Pack and Jump Starter

### User Guide



## Charging the Charget! Jump

Please make sure that your **Charget! Jump** is fully charged before first use. The **Charget! Jump** can be charged using the included **Wall Adapter** or the included **Car Adapter**. Choose which one you would like to use and plug it into a wall plug or a car lighter/power socket. Plug the other end of the adapter into the **14-18V-1A Charging Input Port** on the side of the **Charget! Jump**. The **Power Level Indicator Lights** on the top of the unit will light up to show that the unit is charging. One of the lights will blink to show the level of charge until the unit is fully charged. When all five **Power Level Indicator Lights** glow steadily, the unit is fully charged. It will take approximately four hours to fully charge a completely drained **Charget! Jump**.

## The Power Indicator Lights

To see how much power is available from your **Charget! Jump**, press the **On/Off Button**. The **Power Level Indicator Lights** will light up as described below.

- Five Lights On - 100% Charge
- Four Lights On - 80% Charge
- Three Lights On - 60% Charge
- Two Lights On - 40% Charge
- One Light On - 20% Charge
- Five Lights Flashing - 10% Charge
- No Lights On or Flashing - 0%

## To Jump Start a Car, Boat, Motorcycle, Etc.

**IMPORTANT:** Before jump starting a car or other vehicle, make sure that at least **THREE** of the **Power Indicator Lights** are on, showing that the **Charget! Jump** has at least a **60%** charge.

**CAUTION—Operating in Extreme Weather:** Do not expose the **Charget! Jump** to temperatures over 140°F (60°C) or under -15°F (-9°C). Use at extreme high or low temperatures may reduce the internal battery's capacity and shorten battery life. For best performance in extreme cold weather conditions, it is best to warm the **Charget! Jump** to 60-80°F prior to use.



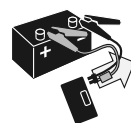
1) Clip the **Red Jumper Cable** to the **Positive (+)** terminal on the battery and clip the **Black Jumper Cable** to the **Negative (-)** terminal on the battery.



2) Insert the plug on the other end of the **Jumper Cables** into the **Jumper Cable Outlet Port** on the side of the **Charget! Jump**. Please note that the plug on the end of the **Jumper Cable** is designed so that it will only fit into the **Jumper Cable Outlet Port** one way.



3) Press the **On/Off Button** on the top of the **Charget! Jump** and start the vehicle.



4) As soon as the vehicle starts, unplug the **Jumper Cables** from the **Charget! Jump**. **IMPORTANT:** Do this within 30 seconds after the vehicle starts to avoid damage to the **Charget! Jump** and possible damage to the battery being jump started. Unclip the **Jumper Cables** from the vehicle battery terminals.

**IMPORTANT SAFETY INSTRUCTIONS:** To avoid the risk of the battery clamps touching each other and causing a short circuit, always follow the above steps in the order indicated. Be sure to connect the battery clamps to the battery before plugging the other end of the jumper cables into the Charget! Jump. Always unplug the jumper cables from the Charget! Jump once the vehicle has started, before unclipping them from the battery.

## Charging a Smartphone, Tablet, or Other Portable Electronic Device

- 1) Plug the USB end of the charging cable that came with the device to be charged into either of the two **USB 5V/2A Outlet Ports**. If the charging cable that came with the device is not available, use the USB to Micro-USB/Apple 30-Pin/Apple 8-Pin Charging Cable that was included with the Charget! Jump.
- 2) Plug the other end of the charging cable into the device to be charged.
- 3) Press the **On/Off Button** on the top of the **Charget! Jump**. The **Power Indicator Lights** will glow to show that the device is being charged and to show how much power is left in the **Charget! Jump**. The **Charget! Jump** will automatically turn off once the device is charged.



## Using the Built-In LED Flashlight

To turn the **LED Flashlight** on, press and hold the **On/Off Button** for three seconds. Press the **On/Off Button** a second time to make the light blink quickly. Press the **On/Off Button** a third time to make the light blink in a repeating **S.O.S.** pattern. Press the **On/Off Button** a fourth time to make the light shut off.

## Frequently Asked Questions

### *How do I turn the Charget! Jump off once it is done charging something?*

The **Charget! Jump** goes dormant when no load is detected. This means that once a device is charged, there is no energy being lost from the **Charget! Jump**. It will automatically turn off.

### *How long does it take to charge the Charget! Jump?*

It takes about four hours to get the **Charget! Jump** fully charged using one of the included adapters.

### *How many times can the Charget! Jump be used to recharge a smartphone?*

A fully-charged **Charget! Jump** can fully charge an iPhone 5 approximately three times. Most other smartphones can be charged four to five times.

## Frequently Asked Questions (continued)

### *How long will it take the Charget! Jump to charge a smartphone?*

It should take two to three hours to fully charge a smartphone.

### *Can a fully-charged Charget! Jump be used to jump start a car more than once?*

A fully-charged **Charget! Jump** can be used to jump start a car multiple times. The number of times will vary depending on temperature, age of the battery being jumped, etc.

### *How long will the Charget! Jump last?*

With normal use, the **Charget! Jump** should last three to five years.

### *How long can a fully-charged Charget! Jump be stored between uses and remain charged?*

The **Charget! Jump** will hold a useful charge and can be used to start a car for twelve months. However, to extend the life of the **Charget! Jump**, charge it once every three months.

## Troubleshooting

**My electronic device is plugged into one of the USB charging ports but it is not charging.**

Make sure to turn the Charget! Jump on after you have connected your devices by pressing the On/Off Button on the top of the Charget! Jump.

**While the Charget! Jump is being charged, all five Power Indicator Lights are glowing steadily but the Charget! Jump is not fully charged.**

This usually means the **Charget! Jump** is half charged. Unplug the charger and plug it back in.

**When I press the On/Off Button to see how much power is available in the Charget! Jump, none of the Power Indicator Lights turn on.**

This usually means that the **Charget! Jump** is totally out of power. Recharge the **Charget! Jump**.

## CAUTION

- **Charget! Jump** contains no user-serviceable parts. Do not attempt to open the case and/or remove any internal parts.
- Keep the **Charget! Jump** away from children.
- Never connect an input port to an output port.
- Never clip the Jumper Cables together while they are plugged into the **Charget! Jump**.
- When jump-starting a vehicle, always be sure to observe correct polarity. Always be sure to connect the red jumper cable to the positive battery terminal and the black jumper cable to the negative battery terminal.
- Keep **Charget! Jump** away from fire and other heat sources.
- When charging the **Charget! Jump**, use only the adapters that came with it.
- Only use the **Charget! Jump** when the temperature is between 15° and 140°F (-9° and 60°C).
- If you have any difficulties using the **Charget! Jump** that can not be solved by referring to the Troubleshooting section above, please discontinue use immediately.
- If fluid leaks from the **Charget! Jump**, discontinue use. If the fluid comes in contact with hands or other exposed skin, immediately wash the area. If the fluid comes in contact with eyes, DO NOT rub them. Immediately rinse the eyes with water and contact a doctor.
- If the **Charget! Jump** gets too hot to touch or becomes discolored, discontinue use.
- While using the **Charget! Jump** to charge a device, make sure that it does not come in contact with anything flammable.