Safety Information

- Please read the Quick Start Guide carefully and follow all instructions
- To avoid unintentional damage, please be careful not to drop the unit from a height onto a hard surface. Even if your are very upset.
- Keep the device away from high humidity, water, or any other liquids. Exposure to to water or excessive moisture can result in electrical shocks, battery leakage or explosions, and damage to both your device and yourself.
- 4. Do not place or keep this device near any heat sources such as direct sunlight, radiators, stoves or other appliances that produce heat. This may degrade the device, cause battery damage or cause the battery to explode.
- 5. Do not modify, repair, or disassemble device. This will void the warranty. However, if you still want to modify your device and void your warranty, please send us an image of your amazing creation to <u>info@aeheadphones.com</u>
- 6. Use only the supplied micro-USB cable
- 7. Do not place any heavy objects on device, such as yourself
- 8. Unplug the device soon after charging is complete, and during electrical storms or other events that may cause the power supply to fluctuate. This can degrade and destroy the battery
- The battery can cause chemical burns or serious injury if not used appropriately.
- 10. But don't be frightened of the headset, it is your friend.

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.

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.

RF WARNING STATEMENT

The device has been evaluated to meet general RF exposure requirements. The device and be used in portable exposure conditions without restrictions.

Warranty Information

Accidentally Extraordinary LLC (hereby "AE") warrants this product to be free from defects in materials and workmanship for one year. If your AE product is found defective during that time, we'll replace or refund your purchase. We are not responsible for accidental damage, wear and tear, or incidental damage not associated with original equipment. Warranty coverage is voided if unit is disassembled or altered in any way from the original.

Contact us at info@aeheadphones for any questions, concerns, or issues.

51st Studios Unplugged

Quick Start Guide

www.aeheadphones.com

Specifications

Wireless

Bluetooth Version 3.0
Supports HSP, HFP, A2DP, AVRCP
Operation Range: Up to 30 feet
Maximum Play time: 10 hours
Standby time: ~200 hours
Charge time: ~1 hour

FCC ID: 2ADYN15AE-011214

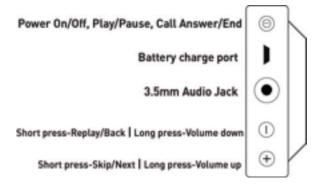
Audio

Speaker size: 40mm

Frequency response: 20Hz to 20kHz

Impedance: 32 Ω

SPL: 110 +/-3dB (1kHz, 1mW)



Battery Information

This unit is operated with a rechargeable Lithium-Polymer battery. Please charge the battery to full power prior to its first use for the longest battery life.

- 1. Connect the USB cable to a USB power supply
- 2. When the charger is connected to the headset, the red indicator light will turn on.
- 3. When the battery is fully charged, the indicator light will turn blue and then turn off. Disconnect the charge cable after

NOTE

A fully charged battery has a playback life of approximately 9-10 hours. However, battery life may vary depending on the device(s) paired with the headphones, usage settings, usage styles, and external environment. When the battery power is low, the headset will send a double-tone to indicate you need to charge the unit. Please charge the unit, or turn off the unit and use the wired connection until you are able to recharge the headset.

Pairing your device

Prior to using the headset for the first time with any device you must pair it with a Bluetooth-enabled device. Pairing is a one-time process, and does not need to be repeated after the first pairing. The unit can be connected to two Bluetooth-enabled mobile phones simultaneously.

- 1. Keep the unit within 3ft (1m) of the Bluetooth device
- 2. Press and hold the Power button for ~5 seconds, wait for the indicator light to alternate blue and red. The device is now in pairing mode.
- In your device's Bluetooth settings, allow for the search of new devices.
- 4. From the list, select "AE Headset"
 - -If required, enter the PIN "0000" (not required on most devices)
- 5. The indicator light will switch to flashing blue every 5 seconds once pairing is complete
- 6. If you want to pair two devices
 - a. Pair headset with device A
 - b. Turn off the headset, then restart the headset
 - c. Pair and connect device B
 - d. Keeping device B connected, pair device A once more, and the headset will connect to both devices simultaneously.

NOTE: the headset can connect to a maximum of 2 devices simultaneously

Turn On/Off

Power ON

Hold the Power/Play button for 3 seconds to turn on your headset. If your device is already paired successfully, the device will automatically connect to the headset. Please be sure your device's Bluetooth function is turned on.

Power OFF

Hold the Power/Play button for 3 seconds when device is ON to turn it off. The red indicator light will flash red before powering down.

NOTE: In order to conserve battery power, the headset will automatically turn off after approximately 10 minutes of inactivity.

Playing Music

Play/Pause: Press Power/Play button to play or pause music

Next/Previous Song

Press + button to go to next song

Press - button to go to previous song

Increase/Decrease Volume

Press + and hold to increase volume

Press - and hold to decrease volume

Making calls

Last number redial:

When headset is in standby mode, you may redial the last number received by holding the Power/Play button for 2-3 sec

Answering calls:

Quick press the Power/Play button to answer an incoming call

Reject an incoming call:

Press and hold the Power/Play button for 2 seconds to reject an incoming call

Ending a call:

Quick press the Power/Play button to end a call