# **Bluetooth Setup**

- 1.Please turn on the Bluetooth function on mobile
- 2.Please check the MIND Headset turned on
- 3. Find the device start with MIND and connect with your mobile
- 4. When mobile pair up with MIND, the Connection LED light will turn on and flash 1/5s
  - · iOS system Bluetooth connect with game setup
  - · Android system Bluetooth connect with your mobile



Play Time (Play times will vary depending on usage patterns)	10-15 hours	Standby Time	30 days
Battery	400 mAh	Charging Time	1.5-2 hours
Bluetooth Version	Bluetooth 4.0	Bluetooth Reception Range	Within 10 m
App Support	Batman Mind	App Suitable System	iOS 10/Anroid 4.0 or above
Accessories	MIND Headset, Holo Box, USB cable		

















### BATMAN V SUPERMAN



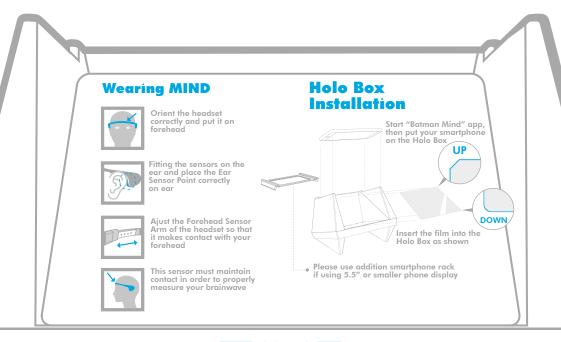
Mind-Batman Cerebral Combat Trainer FCC ID:2AEFH-MD001

# **Product Manual**



#### Introduction

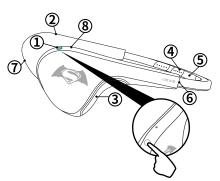
MIND based on movie "Batman v Superman: Dawn of Justice" to design and it includes a headset to capture and amplify the players' brainwave, from mental relaxation, mind concentration, to eye blink. Each of the emotional fluctuation and minor motions can be converted as a command. The Batman movement varies by the concentration level of the players.





### Product Manual





1. Power Button

2.Connection LED Light

3. Far Sensor Point

4. Forehead Sensor Point

5. Forehead Sensor Arm

6.Adjustable Headband

7. Micro USB **Charging Port**  8.LED Light \*Turn on when the headset is charging

#### Power On

To turn on the Headset, hold down the power button until you see the blue LED turn on.

#### Power Off

Turn off the Headset by holding down the same power button until the LED turn off.

# App Download

A free app for the trainer can be download on App Store or Google Play.

App Name:

# Batman Mind Free app download on iOS android

Free app download on

Go to www.soapstudio.com/mind/ for the detailed user guide

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

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