

# XENO3

**ACTIVATE SABER:** hold button for 2 seconds

**TURN ON SABER/IGNITE:** click button once

## WHILE SABER BLADE IS OFF:

**ADJUST VOLUME:** hold button 0.5 second/button led flash one time/countdown sound one time, then release

**CHANGE LIGHT EFFECT:** hold button 1 second/button led flash two times/count down sound two times, then release

**CHANGE BLADE MODE:** hold button 1.5 seconds/button led flash three times/count down sound three times, then release

**CHANGE TO LAST FONT:** hold button 2 seconds/button led flash four times/count down sound four times, then release

**CHANGE TO NEXT FONT:** point down hilt and twist (counterclockwise and then clockwise)

**PLAY MUSIC:** point up hilt and twist (counterclockwise and then clockwise)

## WHILE SABER BLADE IS ON:

**LOCK UP:** hold button and clash hilt

**DRAG:** hold button 0.5 second/button led flash one time/countdown sound one time, then release

**INFINITE COLOR CHANGE:** hold button 1 second/button led flash two times/countdown sound two times, then release

**STANDARD COLOR CHANGE:** point down hilt, hold button and twist (counterclockwise and then clockwise)

**TWIST COLOR CHANGE:** point down hilt, hold button and twist (clockwise and then counterclockwise)

**FORCE EFFECT:** point up hilt, hold button and twist (clockwise and then counterclockwise)

**BLASTER/BLASTER DEFLECT:** click button

**STAB:** thrust the hilt forward

**SPIN:** spin the hilt quickly

**MELT:** hold button, and stab hilt (twist to change melt color)

**LIGHTNING BLOCK:** hold button and pull hilt inwards

**MULTI LOCK MODE:** Enter into LOCK UP first, then hold the button 0.5 second/button led flash one time/countdown sound one time, then release. Same control to exit mode.

**MULTI BLOCK MODE:** hold button and swing saber. Same control to exit mode.

**TURN OFF SABER:** hold button 1.5 seconds

**DEEP SLEEP/DEACTIVATE SABER:** hold button 10 seconds, after saber blade is off

**PIXEL TO RGB/RGB TO PIXEL:** hold button 13 seconds when saber blade is off