

RinFire Motion Gaming Gun Controller

R5

使用手册



www.RinFire.com.cn

目录

注意事项	3
教学视频	3
介绍	4
联系我们	4
游戏枪图解	5
按钮	6
PlayStation	6
Xbox	6
Switch	7
PC	7
连接到Xbox	8
连接到PlayStation	10
连接到Switch	12
连接到PC	14
游戏枪灵敏度	16
游戏枪后坐力开关	17
游戏枪通道号设置	18
屏幕校准*	19
HEALTH AND SAFETY INFORMATION AND USAGE GUIDELINES	20
End-User License Agreement	24

警告和注意事项

警告

1. 本产品仅限3岁或以上人士使用。
2. 在使用本产品之前，请阅读并遵循所有说明。
3. 本产品仅限于授权维修人员打开、修复。对本产品的任何未经授权的操作都将使保修服务失效。
4. 本产品符合安全设计要求。但是，任何电子产品如果误用都有可能引起火灾，触电或人身伤害。
5. 为防止发生事故，必须遵循以下准则：

- 遵守警告、注意事项和使用说明的所有规定。
- 如果设备过热且无法触摸，请立即停止使用并关闭电源。
- 请勿将产品投入或靠近高温或靠近火源环境，以免发生意外和可能会导致产品损坏。
- 如果问题仍然存在，请联系当地的客户服务。
- 如果玩家游戏时感觉不适，应立即停止游戏并休息。

注意事项

1. PC版接收器默认为PC模式；游戏主机多平台版，如果是PlayStation按钮，默认是PlayStation平台，如果是Xbox按钮，默认是Xbox游戏平台；如果需要使用其他的平台，需要使用PC电脑软件装载对应平台数据包。
2. 如果游戏枪长时间不使用，请保持弹夹有一定的电量，清洁并将其保存在干燥良好状态，以防止产品因保存不当而引起的损坏。
3. 游戏枪设计为在干燥环境里使用。在潮湿或水中的地方不可使用。
4. 当无线控制器插入电脑的USB 端口时，控制器的驱动程序自动安装。但是，安装时间可能因电脑的配置而异。当安装时间超过 3 分钟时，最好重新启动计算机并再试一次。
5. 如果产品出现体感功能失效，卡顿不流畅或游戏枪频繁自动断开，请及时充电，充满电之后再使用。
6. 如果产品出现按钮不匹配或者失效，请打开PC电脑软件重新装载对应屏幕数据包或自定义游戏枪按钮功能。

教学视频

下面的链接有RinFire游戏枪的演示和教学视频：

www.rinfire.com.cn

点击“服务”获取。

联系我们

如果您有任何意见或建议，请联系我们：

service@rinfire.com

我们将竭诚为您服务！

介绍

RINFIRE体感游戏枪装备了RINFIRE最先进的体感智能控制系统。这种人工智能技术使游戏枪不再需要频繁校准。代替了传统的鼠标、键盘和游戏控制器。支持PlayStation、Xbox、Switch和PC上的所有射击游戏。还原了最真实的射击体验感。

产品规格

产品名称：RinFire锐火体感游戏枪

产品型号：R5

通讯方式：2.4G 无线

无线工作距离：小于10米为最佳工作距离

电池容量：3000mah

外壳材料：工程塑料ABS

产品尺寸：760x63x290 mm（长x宽x高）

游戏枪全尺寸重量：约1.1kg（仅游戏枪重量）

额定输入：5V 2A

游戏枪图解



[1] 游戏枪枪管

[2] 游戏枪枪身

[3] MARK按钮

开启体感功能。每次开始游戏前，都需要对准屏幕正中间长按MARK按钮开启体感功能。

[4] 摇杆

使用摇杆来移动游戏里的角色。

[5] 电源开关

[6] 电池弹出按钮

[7] 电池

[8] 充电指示灯

红灯表示正在充电，绿灯表示充电结束。

[9] USB充电接口

[10] 游戏枪调试模式指示灯

[11] 游戏枪瞄准镜

⚠ 瞄准镜为装饰用，请不要用瞄准镜来游戏或者校准。

[12] 枪托分离按钮

[13] 后坐力枪托

按钮

PlayStation:



Xbox:



Switch:



PC:

PC版本可以使用《RinFire锐火助手》软件自定义按键。

大部分枪上的按钮都可以被设置成为电脑键盘上的一个按键。

《RinFire锐火助手》下载地址：

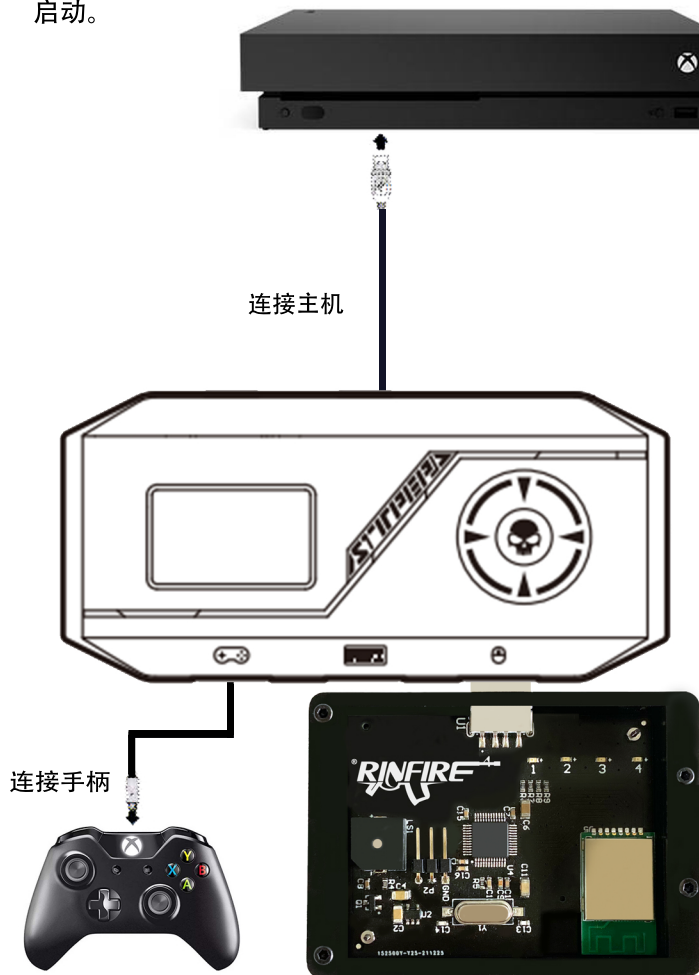
www.rinfire.com.cn

点击“下载”

连接到Xbox

Xbox One / Xbox One S / Xbox One X / Xbox Series S / Xbox Series X :

1. 启动Xbox主机。
2. 将控制中心和原装手柄连接到转换器上，如下图所示，然后将转换器连接到Xbox主机上。
3. 按下转换器右边中间的骷髅按钮，启动转换器。转换器屏幕亮起，代表转换器启动。



手柄连接到转换器之前，
确保手柄处于关机状态，
或者取下手柄的电池。

控制中心

连接到Xbox

4. 游戏枪开机。这时，你可以用游戏枪的摇杆来控制Xbox主机的菜单界面了。
5. 选择游戏主机上的射击游戏并进入游戏。
6. 进入游戏的射击界面后（人物可以前后左右移动的界面），将游戏枪的枪口对准屏幕中央，然后按住游戏枪上的MARK按钮，这时控制中心会发出滴滴声，等待声音结束，松开MARK键，就可以使用游戏枪了。

连接到PlayStation

1. 启动PlayStation主机（然后将PS的游戏手柄关闭）。
2. 将转换器连接到控制中心上，如下图所示，然后将转换器连接到PlayStation主机上。
3. 按下转换器右边中间的骷髅按钮，转换器屏幕亮起，代表转换器启动。



连接到PlayStation

4. 游戏枪开机。这时，你可以用游戏枪的摇杆来控制PlayStation主机的菜单界面了。
5. 选择游戏主机上的射击游戏并进入游戏。
6. 进入游戏的射击界面后（人物可以前后左右移动的界面），将游戏枪的枪口对准屏幕中央，然后按住游戏枪上的MARK按钮，这时控制中心会发出滴滴声，等待声音结束，松开MARK键，就可以使用游戏枪了。

连接到Switch

Switch / Switch Lite :

1. 确保主机的Pro手柄有线连接处于开启的状态；

设置方法如下：

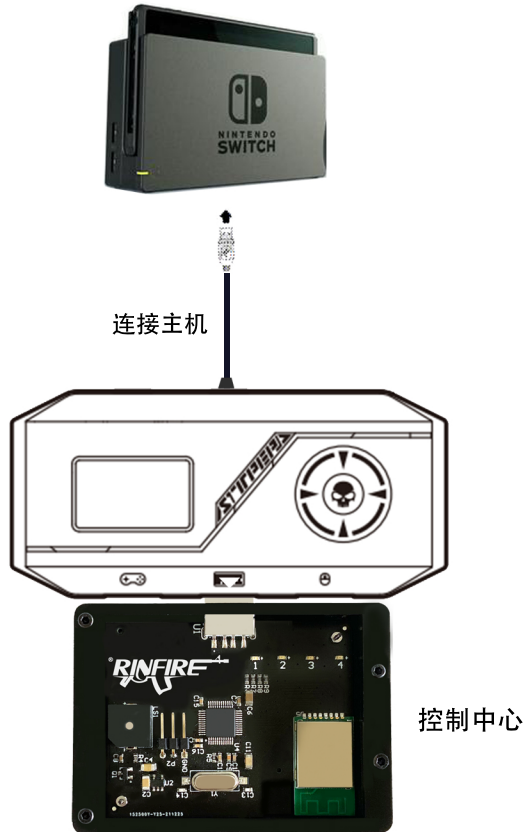
设置 → 手柄与感应器 → Pro手柄的有线连接 → 开启；



2. 将转换器连接到控制中心上，如下图所示，然后将转换器连接到Switch主机上。

▲ 连接Switch Lite主机时，需要额外购买USB转Type-C的OTG转接头。

连接到Switch



3. 按下转换器上的骷髅按钮，等待几秒钟后，转换器屏幕亮起，代表转换器启动。这时，游戏枪开机，你可以用游戏枪的摇杆来控制Switch主机菜单界面了。
4. 选择游戏主机上的射击游戏并进入游戏。
5. 进入游戏的射击界面后（人物可以前后左右移动的界面），将游戏枪的枪口对准屏幕中央，然后按住游戏枪上的MARK按钮，这时控制中心会发出滴滴声，等待声音结束，松开MARK键，就可以使用游戏枪了。

连接到PC

1. 从 www.rinfire.com 下载 锐火助手。
2. 安装 锐火助手。
3. 将控制中心插在电脑的USB接口上。



控制中心

4. 启动锐火助手并选择游戏平台。大多数游戏选择PC，但是有些PC游戏，比如《死亡鬼屋》(The House of the Dead) 选择光枪模式，



连接到PC

5. 点击游戏枪配置。



6. 设置游戏枪上按钮和电脑键盘之间的映射

7. 设置完成后，点击储存数据到游戏枪。（需要保持游戏枪电源处于关闭状态）



8. 按一下游戏枪上的电源键开机，然后选择PC上的射击游戏，并进入游戏。

9. 进入游戏的射击界面后（人物可以前后左右移动的界面），将游戏枪的枪口对准屏幕中央，然后按住游戏枪上的MARK按钮，这时控制中心会发出滴滴声，等待声音结束，松开MARK键，就可以使用游戏枪了。

游戏枪灵敏度

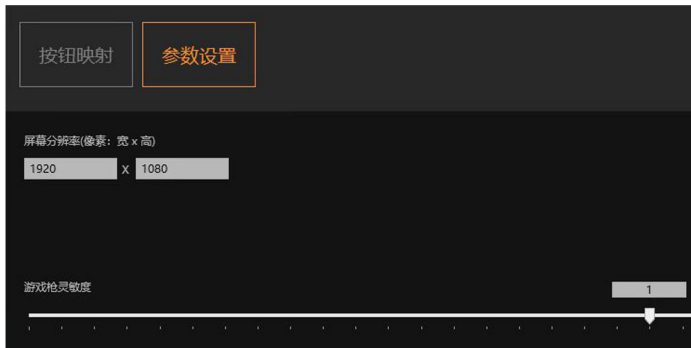
灵敏度调节一共有2种方法。

方法1（推荐）：

直接调整游戏的灵敏度。调整鼠标或者手柄的水平或垂直灵敏度。

方法2:

- ① 从 www.rinfire.com 下载并安装锐火助手。（需要使用Windows电脑）
- ② 将控制中心插在电脑的USB接口上。（保持游戏枪电源关闭）
- ③ 运行锐火助手，选择相应的游戏平台，然后点击游戏枪配置。
- ④ 点击参数设置, 然后调整游戏枪灵敏度。设置完成后，点击储存数据到游戏枪。



游戏枪后坐力开关

1. 按住MD按钮，同时打开游戏枪的电源。此时，游戏枪上的四个指示灯亮起。



2. 按下M5按钮。

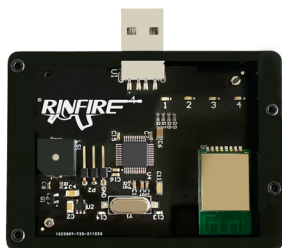
如果后坐力功能当前处于开启状态，游戏枪将振动一次。此时再按下这时再按一次M5按钮将关闭后坐力功能。当后坐力功能关闭时，4个Led灯将闪烁几下。

按MD键，退出设置。

游戏枪通道号设置

当在一个空间中使用多个游戏枪时，需要设置游戏枪的通道以防止相互干扰。总共有15个通道号。

1. 确保控制中心没有插在USB接口上(控制中心没有供电)。



控制中心

2. 按住MD按钮，同时打开游戏枪的电源。此时，游戏枪上的四个指示灯亮起。



3. 按下M4按钮。

这时，游戏枪上的指示灯将开始闪烁，闪烁的次数就是当前的通道号。

闪烁的次数就是当前的频道号码（闪烁1次后暂停表示通道1，闪烁15次后暂停表示通道15）。

4. 按M5按钮增加通道号，按M6按钮减小通道号。

5. 选择通道号后，将控制中心插入USB接口。

控制中心会连续发出3声提示音，表明RinBox已经安装了您所选择的通道号。

6. 按下游戏枪上的MD按钮来存储频道号码（1和2的指示灯亮一次），游戏枪会自动退出设置。

屏幕校准*

大多数游戏不需要屏幕校准，只有在光枪模式下，屏幕校准会使准星移动更加精确。



步骤1：将控制中心插在USB接口上（电脑或者转换器上）。

步骤2：打开游戏枪电源。在玩游戏的位置，先把枪口对准屏幕中心，然后按住MARK按钮，等待控制中心的滴滴声音结束后，松开按钮。

步骤3：长按SC按钮3秒来启动屏幕校准。

步骤4：在玩游戏的位置，瞄准屏幕左边框，射击第一枪。

▲（不要使用瞄准镜射击，使用正常玩游戏的姿势射击）

步骤5：使用相同的方法，瞄准屏幕的右边框，并射击第二枪。

▲ 一声长“滴”音表示校准成功。

注意：校准边框的顺序不可以颠倒。

如果校准失败，需要重启游戏枪并再一次校准。

恢复默认数据：

如果不再玩光枪模式的游戏，您可以恢复默认校准数据。

步骤1：将控制中心插在USB接口上（电脑或者转换器上）。

步骤2：打开游戏枪电源。在玩游戏的位置，先把枪口对准屏幕中心，然后按住MARK按钮，等待控制中心的滴滴声音结束后，松开按钮。

步骤3：长按SC按钮3秒来启动屏幕校准。

步骤4：向任意位置（同一位置）连续射击两次，就可以恢复成为默认数据。

HEALTH AND SAFETY INFORMATION AND USAGE GUIDELINES

Read the following warnings before setup or use of the RinFire Gaming Gun. If this product will be used by young children, these instructions should be read and explained to them by an adult. Failing to do so may cause injury. Please also carefully review the information for the game you are playing and review any additional health and safety information.

Important Safety Information

Throughout these instructions, you will see this symbol  followed by WARNING or CAUTION, or you may see the term NOTICE. These terms have different levels of meaning as outlined below. Please read and understand these terms and the information that appears after them before using your RinFire Gaming Gun.

WARNING

Warns you about incorrect use of this product that could result in serious personal injury.

CAUTION

Cautions you about incorrect use of this product that could result in personal injury or damage to the gaming gun, or accessories.

NOTICE

Informs you about incorrect use of the product that could result in damage to the gaming gun, or accessories.

WARNING - SEIZURES

- Some people (about 1 in 4,000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:
 - Convulsions
 - Eye or muscle twitching
 - Loss of awareness

- Altered vision
- Involuntary movements
- Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit place.
5. Take a 10 to 15 minute break every hour.

WARNING - REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin, or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms, or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning, or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

CAUTION - MOTION SICKNESS

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

WARNING - ELECTRIC SHOCK

To avoid electric shock when you use this system:

- Please disconnect the AC adapter during a lightning storm. There may be a risk of electric shock from lightning.
- To minimize the risk of damage to the system, only use qualified AC adapters with your product.
- Do not use the AC adapter if it has damaged, split, or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.

DANGER - TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, CAREFULLY FOLLOW THESE INSTRUCTIONS

For connection to a supply not in the U.S.A., use an attachment plug adapter of the proper configuration for the power outlet, if needed.

** WARNING - BATTERY LEAKAGE**

The RinFire Gaming Gun and certain accessories contain a rechargeable lithium ion battery. Leakage of ingredients contained within the battery, or the combustion products of the ingredients, can cause personal injury as well as damage to your RinFire Gaming Gun. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.

** WARNING - RADIO FREQUENCY INTERFERENCE**

The RinFire Gaming Gun and accessories, can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the RinFire Gaming Gun and accessories within 9 inches of a pacemaker.
- If you have a pacemaker or other implanted medical device, do not use the RinFire Gaming Gun and accessories without first consulting your doctor or the manufacturer of your medical device.

** CAUTION - USING HEADPHONES**

When using headphones, set the volume at a safe level. Setting the volume too high may harm your hearing or damage the headphones.

Product and Accessories Precautions and Maintenance

- Do not disassemble or try to repair the RinFire Gaming Gun, components, or accessories. Doing so may damage them.
- Do not drop, hit, or otherwise abuse the RinFire Gaming Gun, Components or accessories. Doing so may damage the RinFire Gaming Gun or accessories.
- Make sure all connections to the RinFire Gaming Gun are made carefully and inserted into the correct locations only. Hold plugs straight when inserting them into sockets.
- When disconnecting any plugs from RinFire Gaming Gun, always carefully pull by the plug itself rather than by the cord.
- Do not expose the RinFire Gaming Gun or any of the Nintendo Switch components or accessories to extreme heat or cold. Take care not to expose the RinFire Gaming Gun to direct sunlight for extended periods of time.
- Do not spill liquids on the RinFire Gaming Gun or other components or accessories. If liquids get into the product, do not charge the product. Contact RinFire customer service for further instructions. If you have questions or experience problems with your product or accessories, please visit our website at www.rinfire.com for troubleshooting information.

AC ADAPTER PRECAUTIONS

Please read and follow the precautions listed below when setting up and using the RinFire Gaming Gun. Failure to do so may result in damage to your RinFire Gaming Gun or accessories.

- Plug the AC adapter into an easily accessible standard wall outlet near your RinFire Gaming Gun.
- Make sure there is adequate ventilation around the AC adapter and RinFire Gaming Gun, and that any air vents are unobstructed.
- Be sure to connect the AC adapter to the correct voltage (100-240V).
- Do not expose the AC adapter or RinFire Gaming Gun to extremes of heat.
- Do not expose the AC adapter or RinFire Gaming Gun to any type of liquid or high humidity.

IMPORTANT BATTERY GUIDELINES

To minimize the risk of damage to the RinFire Gaming Gun, when recharging the battery, use only qualified AC adapters.

CLEANING THE PRODUCT

If the product becomes dirty, please clean it using a soft clean cloth, such as a lens or eyeglass cleaning cloth. If the outside of the RinFire Gaming Gun comes into contact with liquids, wipe

clean with a soft, slightly damp cloth (use water only).

NOTICE - WEARING GAMING GUN STRAP

When using the Gaming Gun strap. Lock and fasten the strap securely. Hold the product firmly. Do not let go of it. Allow adequate room around you during game play.

End-User License Agreement

THIS IS AN IMPORTANT AGREEMENT THAT APPLIES TO YOUR USE OF THIS RINFIRE GAMING GUN!

If you are under the age of 18 STOP! You must get your parent or legal guardian to read and accept this Agreement.

End-User License Agreement

This is an agreement (the "Agreement") between you and Rinfire Inc. (together with its affiliates, "RinFire" or "we" or "our") and provides important information about your access to and use of this RinFire Gaming Gun, its accessories, the Software (defined below), and any services available using this RinFire Gaming Gun (the "Gaming Gun").

Please read this Agreement carefully before using the Gaming Gun. By using the Gaming Gun, you represent that you are 18 years of age or older (or the age of majority where you live) and agree to be bound by this Agreement. By using the Gaming Gun, you acknowledge and agree that you are responsible for any use of the Gaming Gun, including any use of the Gaming Gun by other users, and are responsible for ensuring that all other users of the Gaming Gun comply with the terms of this Agreement and any other applicable terms. If you purchased the Gaming Gun from an authorized retailer but do not agree to the terms of this Agreement, you may return the Gaming Gun for a refund in accordance with the applicable return policy. All other users of the Gaming Gun who do not agree to this Agreement must not use the Gaming Gun. Some of the services available through the Gaming Gun are subject to and governed by separate terms and conditions. We will make such terms and conditions available to you through the applicable service. Your acceptance of such terms and conditions is required for you to use the applicable services in connection with the Gaming Gun.

THIS AGREEMENT CONTAINS A BINDING ARBITRATION AND CLASS ACTION WAIVER PROVISION IN SECTION 7 THAT AFFECTS YOUR RIGHTS UNDER THIS AGREEMENT AND WITH RESPECT TO ANY "CLAIM" (AS DEFINED IN SECTION 7) BETWEEN YOU AND RINFIRE. YOU HAVE THE RIGHT TO OPT OUT OF THE PROVISION AS DESCRIBED IN SECTION 7.

1 . License Grant/Restrictions.

Subject to the terms of this Agreement, you may use the software, content, and data that came with the Gaming Gun, or that is compatible with or authorized for use in connection therewith, including any updates or replacement to that software, content, or data that we or our authorized providers make available to you (collectively, the "Software"). The Software is licensed, not sold, to you solely for your personal, noncommercial use on the Gaming Gun. You may not publish, copy, modify, reverse engineer, lease, rent, decompile, disassemble, distribute, offer for sale, or create derivative works of any portion of the Software, or bypass, modify, defeat, tamper with, or circumvent any of the functions or protections of the Gaming Gun, unless otherwise permitted by law. Content obtained through the use of an unauthorized device, or through the unauthorized modification of Gaming Gun hardware or software, may be removed. You agree not to use the Gaming Gun in an unlawful manner without our consent.

2. Updates.

The Gaming Gun is constantly evolving, and we may update or change the Gaming Gun, in whole or in part. Such updates or changes to all or a portion of the Gaming Gun (an "Update" or "Updates") may be required for you to play games, enjoy features, software or continue to access services available through the Gaming Gun. Some of these Updates may be provided automatically without notice to you. You consent to RinFire providing you with, and installing, automatic Updates to the Gaming Gun in the background with or without notice to you. You agree that any Update is governed by this Agreement.

3. Use of Information.

We may use and share information that you give to us and information that we collect when you use our products and/or services ,including the Gaming Gun. This may include personally identifiable information as well as anonymous or aggregate information about your use of the Gaming Gun or the Gaming Gun's performance.

4. RinFire Intellectual Property/Reservation of Rights.

RinFire owns all right, title and interest (including all intellectual property rights) in, and has the right to use and sublicense, the RinFire Intellectual Property utilized in connection with the Gaming Gun. "RinFire Intellectual Property" refers to all intellectual property, including but not limited to registered and unregistered trademarks, logos, registered and unregistered designs, copyrights, database rights, inventions, patents, trade secrets, know-how, and other confidential and proprietary information which RinFire developed, owns or is granted a license to use. Neither the sale, transfer, license, nor the use of the Gaming Gun transfers any title or ownership of any of our intellectual property rights, including without limitation the RinFire Intellectual Property. We reserve all rights that we have not expressly granted in this Agreement. RinFire reserves all rights in the RinFire Intellectual Property.

5. Termination.

Your rights under this Agreement will immediately terminate if you do not comply with any term of this Agreement. At the time of any termination of this Agreement, you will immediately cease all use of the Gaming Gun. Our failure to insist upon or enforce your strict compliance with this Agreement will not constitute a waiver of any of our rights.

6. Disclaimer of Warranties and Limitation of Liability.

(A) THE LIMITATIONS OF LIABILITY SET FORTH IN THIS SECTION WILL NOT LIMIT OR EXCLUDE LIABILITY FOR THE GROSS NEGLIGENCE, INTENTIONAL MISCONDUCT OR FRAUD OF RINFIRE.

(B) USE OF THE GAMING GUN IS AT YOUR SOLE RISK. RINFIRE IS NOT RESPONSIBLE FOR ANY NON-RINFIRE SITES, SERVICES, APPLICATIONS, CONTENT, DATA, MESSAGES, OR OTHER ITEMS THAT YOU ACCESS, USE, OR SHARE VIA THE GAMING GUN. EXCEPT FOR ANY LIMITED WARRANTY THAT APPLIES TO THE GAMING GUN, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY RINFIRE OR ITS REPRESENTATIVES CREATES A WARRANTY, THE GAMING GUN IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND AND, TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, RINFIRE DISCLAIMS ALL WARRANTIES WITH RESPECT TO THE GAMING GUN, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

(C) TO THE MAXIMUM EXTENT PERMITTED BY LAW, RINFIRE WILL NOT BE LIABLE TO YOU FOR ANY SPECIAL OR CONSEQUENTIAL DAMAGES OF ANY KIND ARISING OUT OF OR RELATING TO YOUR ACCESS, USE, MISUSE, OR INABILITY TO USE THE GAMING, EVEN IF RINFIRE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. TO THE MAXIMUM EXTENT PERMITTED BY LAW, RINFIRE'S AGGREGATE LIABILITY TO YOU IN CONNECTION WITH ANY CLAIMS ARISING OUT OF OR RELATING TO THE GAMING GUN IS LIMITED TO THE AMOUNT YOU ACTUALLY PAID FOR THE GAMING GUN.

(D) IF A LAW RESTRICTS OUR ABILITY TO LIMIT LIABILITY OR DISCLAIM WARRANTIES. THE LIMITATIONS LISTED ABOVE MAY NOT APPLY TO YOU. IN THAT CASE, WE LIMIT OUR LIABILITY AND DISCLAIM WARRANTIES TO THE GREATEST EXTENT PERMITTED BY LAW.

7. Dispute Resolution; Binding Individual Arbitration; Class Action Waiver.

(A) Our consumer services department is available to address any concerns you may have regarding the Gaming Gun. You may contact them by email at service@rinfire.com. Most matters are quickly resolved in this manner to our customer's satisfaction. Any matter we are unable to resolve and all disputes or claims arising out of or relating to this Agreement, including its formation, enforceability, performance, or breach (each, a "Claim"), with the exception of the matters described in section 7(C) below, shall be finally settled by binding arbitration administered by the American Arbitration Association in accordance with the provisions of its

Commercial Arbitration Rules and the supplementary procedures for consumer-related disputes of the American Arbitration Association (the "AAA"), excluding any rules or procedures governing or permitting class actions. The arbitrator, and not any federal, state, or local court or agency, shall have exclusive authority to resolve all Claims. The arbitrator shall be empowered to grant whatever relief would be available in a court under law or in equity. The arbitrator's award shall be binding on the parties and may be entered as a judgment in any court of competent jurisdiction. The parties understand that, absent this mandatory provision, they would have the right to sue in court and have a jury trial. They further understand that, in some instances, the costs of arbitration could exceed the costs of litigation and the right to discovery may be more limited in arbitration than in court. Any such arbitration shall be conducted by the parties in their individual capacities only and not as a class action or other representative action, and the parties waive their right to file a class action or seek relief on a class basis. If any court or arbitrator determines that the class-action waiver set forth in the preceding sentence is void or unenforceable for any reason or that an arbitration can proceed on a class basis, then the arbitration provision set forth in this Section 7 shall be deemed null and void in its entirety and the parties shall be deemed to have not agreed to arbitrate Claims.

(B) www.adr.org or by calling the AAA at +1-800-778-7879. To the extent the initial filing fee for the arbitration exceeds the initial filing fee for a lawsuit, we will pay the difference in fees. If the arbitrator finds the arbitration to be non-frivolous, we will pay all of the actual filing and arbitrator fees for the arbitration, provided your claim is less than \$75,000. The arbitration rules also permit you to recover attorney's fees in certain cases.

(C) Section 7(A) does not apply to any Claim (i) in which a party is attempting to protect its intellectual property rights (such as its patent, copyright, trademark, trade secret, or moral rights, but not including its privacy or publicity rights), or (ii) that may be brought in small-claims court.

8. Enforcement.

If any part of this Agreement is held to be invalid or unenforceable, that part will no longer apply to the parties but all other parts of the Agreement will remain in effect unless otherwise provided in this Agreement. If we do not enforce any provision of this Agreement, that will not be considered a waiver of our rights. Any waiver of this Agreement must be obtained in a written document signed by an authorized representative of RinFire.

9. Governing Law/Venue.

This Section 9 shall apply in the event that a dispute or Claim is not governed by Section 7:

(A) If you reside in the United States or a country other than Canada, this Agreement and any disputes arising in connection therewith shall be subject to and governed by, construed and interpreted in accordance with the laws of the State of Washington, U.S.A., except for its conflict of law rules, and the parties consent to the exclusive jurisdiction of the courts located in King County, Washington, U.S.A.

(B) If you reside in Canada, this Agreement and any disputes arising in connection therewith shall be subject to and governed by, construed and interpreted in accordance with the laws of the Province of British Columbia, Canada, except for its conflict of law rules, and the parties consent to the exclusive jurisdiction of the courts located in British Columbia, B.C., Canada.

By clicking the "Accept" option or by using RinFire Pruduct and Software, you acknowledge that you have read and agree to be bound by the End User License Agreement.



www.RinFire.com.cn

Rinfire, Inc.