



DX Nichirin Sword User Manual

Content Description



Main Piece (Hilt)...1



Sword (Hinokami Kagura)...1



Sword (Water Breathing)...1

Precaution:

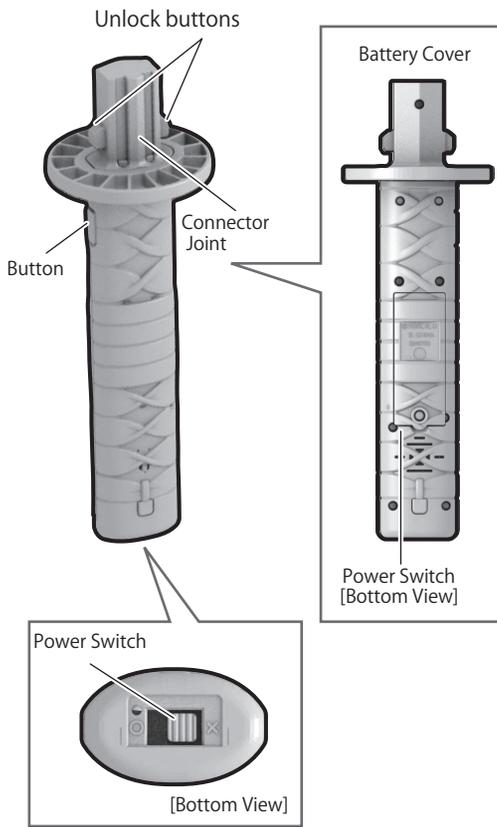
Parents and guardians: Please read this entire instructions sheet before allowing children to play. Do not 1) hit anyone with toy, 2) poke anyone with toy, 3) swing toy at anyone, or 4) step on toy as it may result in serious injury. Be careful not to pinch fingers with hinged parts of toy. Only use batteries of the same or equivalent type as indicated. Batteries must be inserted with the correct polarity (see diagram). Do not short-circuit the supply terminals. Do not mix different battery types or new and used batteries. Supervise children if they are replacing batteries themselves to ensure these mix are followed.

Caution: Keep batteries away from children. Batteries may be harmful if swallowed.

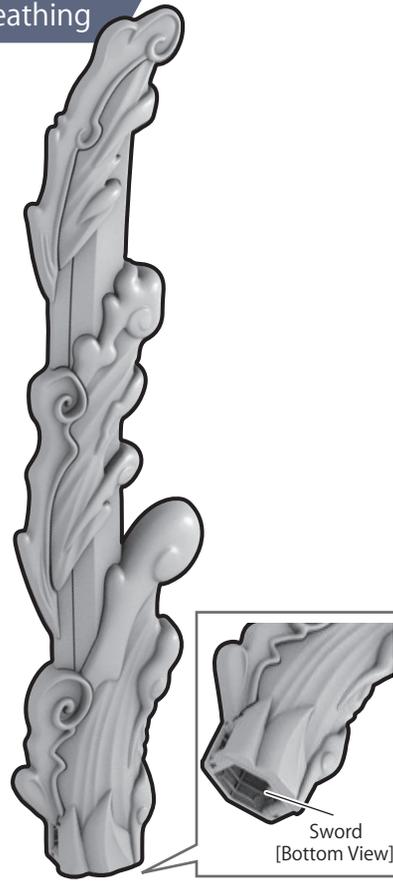
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Made in China

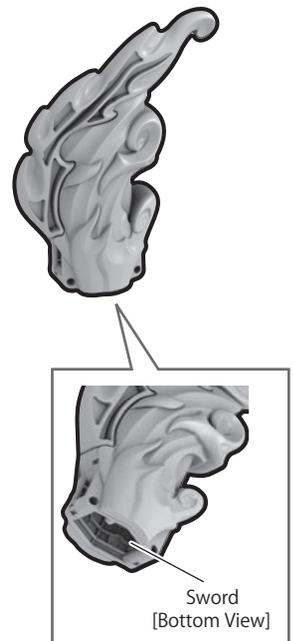
Main Piece (Hilt)



Water Breathing



Hinokami Kagura



HOW TO INSTALL THE BATTERIES INTO THE DEMON SLAYER: KIMETSU NO YAIBA - DX NICHIRIN SWORD

※Please set the power switch to the "X" (OFF) position before installing the batteries.

※Please replace all batteries with new batteries if the sound is difficult to hear, or if the sound exhibits any unusual behavior, such as repeats.

① Remove the batter cover.

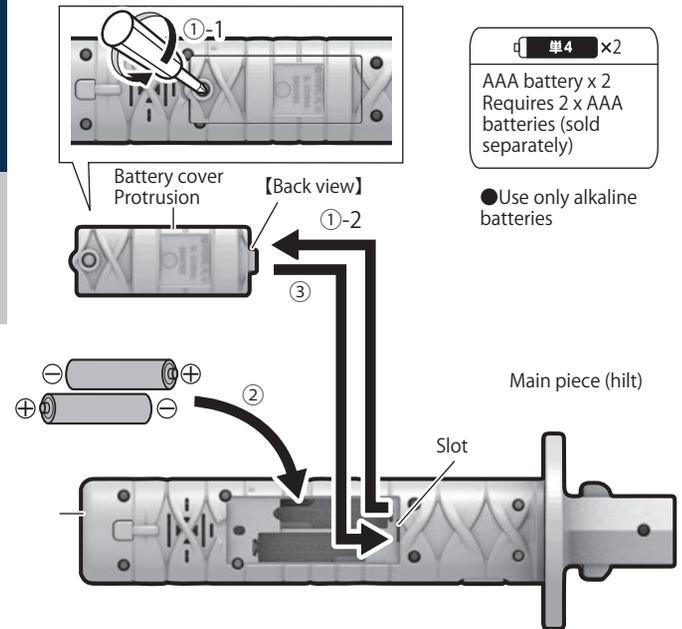
Using small screwdriver, turn the screw counterclockwise, as shown in the diagram, to remove the battery cover from the main piece (hilt) as shown in ①-1. Remove the batter cover as shown in ①-2. Adult assembly required.

② Insert the batteries.

Insert the new batteries (2 x AAA batteries; sold separately) making sure that the + and - of the batteries are properly set. Adult assembly required.

③ Set the battery cover back into position.

Place the battery cover back into its proper position on the main piece (hilt), then turn the screw clockwise (opposite of direction shown in ①-1) to secure the battery cover. Adult assembly required.



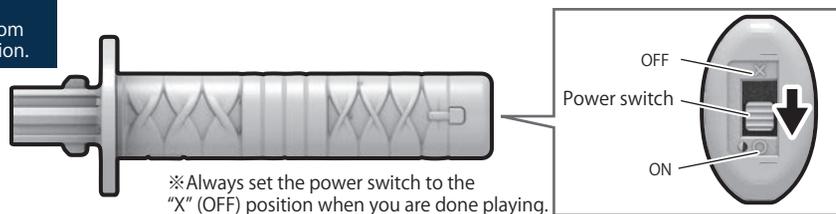
単4 × 2
AAA battery x 2
Requires 2 x AAA batteries (sold separately)

● Use only alkaline batteries

How To Turn On The Power
Move the power switch located on the bottom of the main piece (hilt) to the "O" (ON) position.

→ A sound effect will play when successful.

OFF
Power switch
Protrusion
ON
【Bottom view】

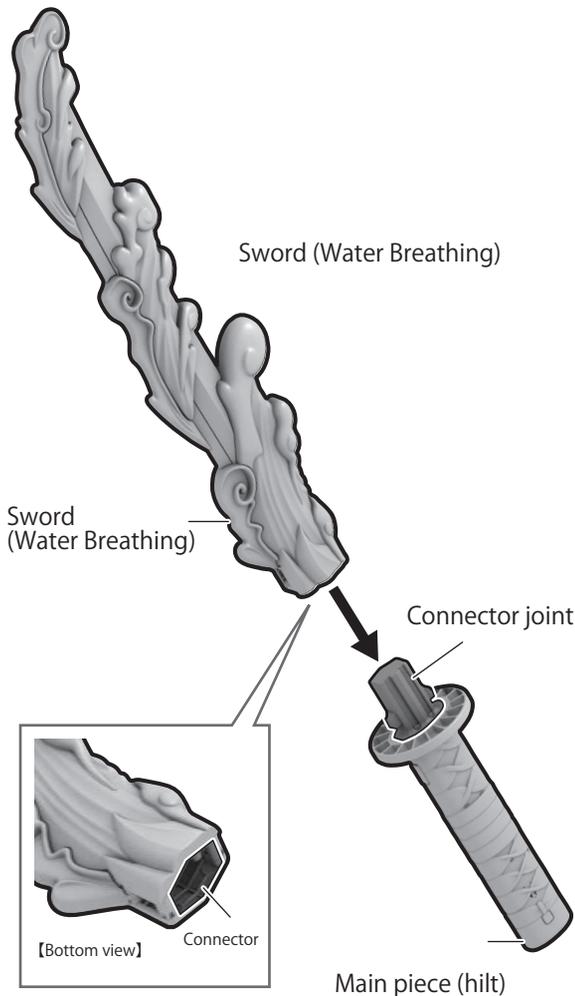


※Always set the power switch to the "X" (OFF) position when you are done playing.

! Please follow the warnings noted when setting the batteries.

※Please use brand new batteries. Do not use different battery types, battery brands, or battery labels together.
※Please set the batteries in the proper + and - position.
※Please turn the power off when you are done playing. Please remove the batteries if the product will not be used for an extensive period.

- 1 Insert the sword (Water Breathing) connector to the main piece (hilt) connector joint until you hear a click.
 → A sound effect will play when successful, and enable "Water Breathing Mode."

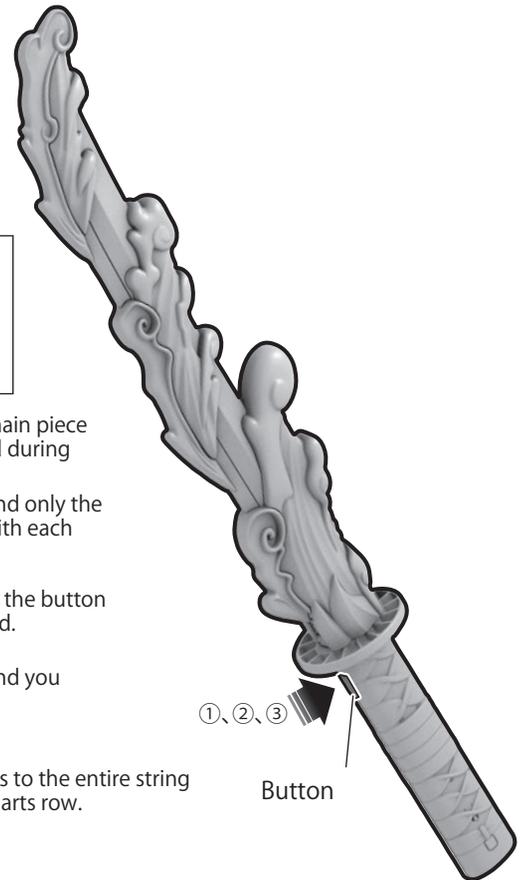


- 2 Press the button on the main piece (hilt).
 → With each button press, the Dialogue noted in the chart and corresponding sound effect will play.

You can skip the next Dialogue to play noted under (A) in the chart by pressing the button within 5 seconds after the current Dialogues playback.

- ② Hold the button on the main piece (hilt) for more than 1 second during a Dialogue playback.
 → A sound effect will play, and only the current Dialogue will play with each button press (loop state).
- ③ While (A) is playing, press the button again for more than 1 second.
 → A sound effect will play, and you will exit from the loop state.

※ The word "Dialogue" refers to the entire string of sounds that play in the charts row.

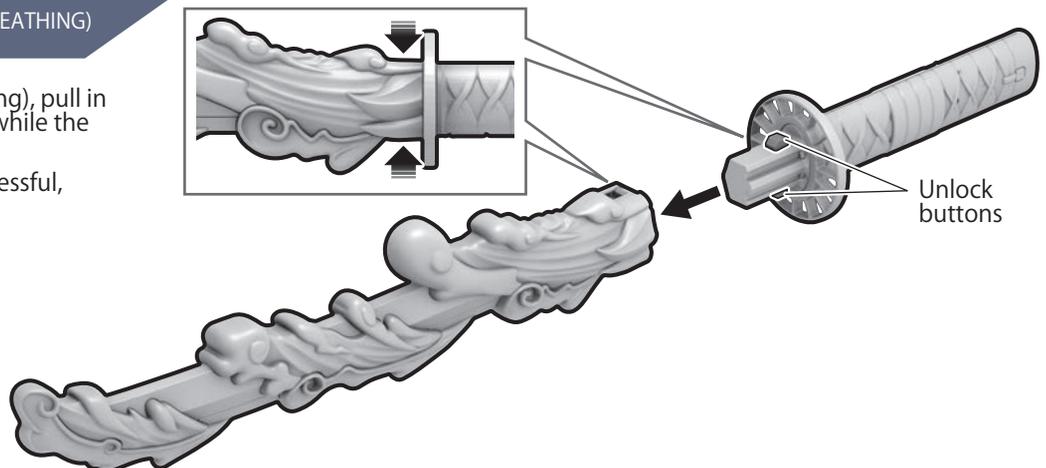


Dialogue	A (English Translation)		B (English Translation)	
1	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Ichi no kata! (First Form!)	Minamo Giri! + SFX (Water Surface Slash! + SFX)
2	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Ni no kata! (Second Form!)	Mizu Guruma! + SFX (Water Wheel! + SFX)
3	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	San no kata! (Third Form!)	Ryuryu Mai! + SFX (Flowing Dance + SFX)
4	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Shi no kata! (Fourth Form!)	Uchishio! + SFX (Striking Tide + SFX)
5	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Go no kata! (Fifth Form!)	Kantenno Jiu! + SFX (Blessed Rain After the Drought + SFX)
6	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Roku no kata! (Sixth Form!)	Nejire Uzu! + SFX (Whirlpool + SFX)
7	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Shichi no kata! (Seventh Form!)	Shizuki Hamon Zuki! + SFX (Piercing Rain Drop! + SFX)
8	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Hachi no kata! (Eighth Form!)	Takrisuboo! + SFX (Waterfall Basin + SFX)
9	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Ku no kata! (Ninth Form!)	Suiyu Shibukii! + SFX (Splashing Water Flow + SFX)
10	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Juu no kata! (Constant flux)	Seisei Ruten! (Constant Flux - SFX1)

※ After Dialogue 10 plays, the Dialogue will loop back to Dialogue 1.

HOW TO REMOVE THE SWORD (WATER BREATHING)

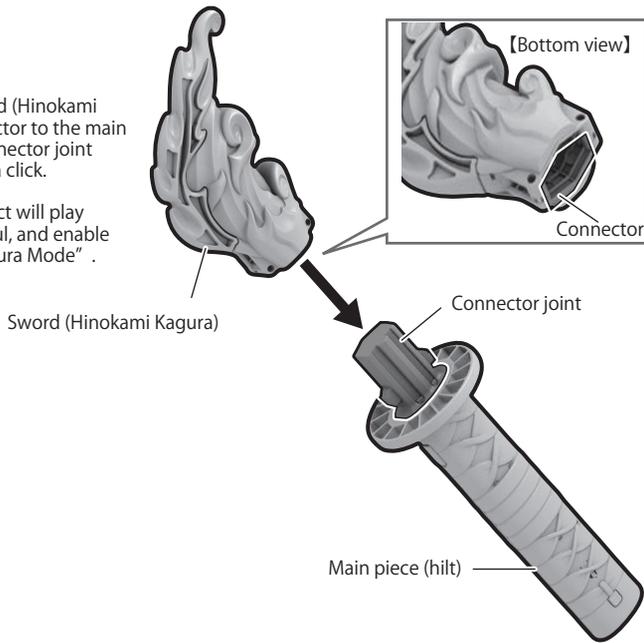
- To remove the sword (Water Breathing), pull in the direction shown in the diagram while the unlock buttons are held down.
 → A sound effect will play when successful, and enable "Action Mode" .



1

Insert the sword (Hinokami Kagura) connector to the main piece (hilt) connector joint until you hear a click.

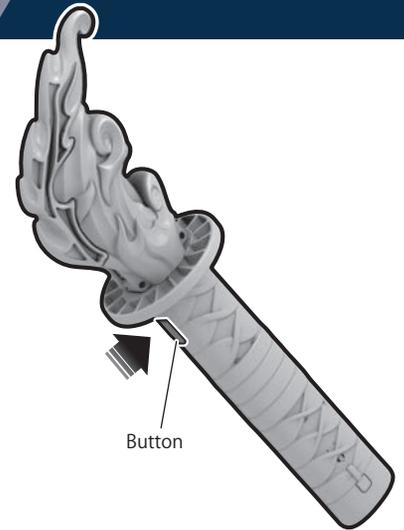
➔A sound effect will play when successful, and enable "Hinokami Kagura Mode" .



2

Press the button on the main piece (hilt).

➔With each button press, the Dialogue noted in the chart and corresponding sound effect will play..



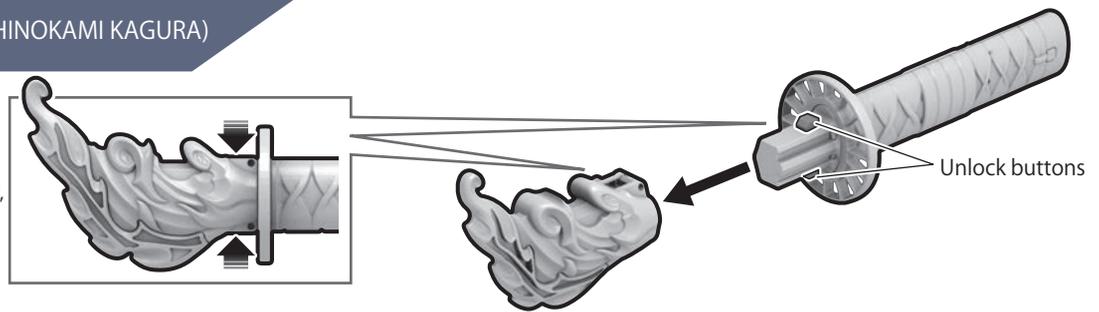
Dialog1	Hinokami	Kagura! Enbu!	SFX1
Dialog2	Hinokami	Kagura! Enbu!	SFX2
Dialog3	Hinokami	Kagura! Enbu!	SFX3

※After Dialogue 3 plays, the Dialogue will loop back to Dialogue 1.

HOW TO REMOVE THE SWORD (HINOKAMI KAGURA)

To remove the sword (Hinokami Kagura), pull in the direction shown in the diagram while the unlock buttons are held down.

➔A sound effect will play when successful, and enable "Action Mode" .



HOW TO USE THE DEMON SLAYER: KIMETSU NO YAIBA - DX NICHIRIN SWORD: ACTION MODE

3 ACTION MODE (English Translation)

① Press the button on the main piece (hilt).

➔With each button press, the Dialogue noted in the chart and corresponding sound effect will play.

You can skip the next Dialogue to play noted under (A) in the chart by pressing the button within 5 seconds after the current Dialogue' s playback. Note that when this is done during Dialogue 11, Dialogue 1 will play from "Mizu no Kokyu" (Water Breathing).

② Swing the main piece (hilt) within 5 seconds from when the black colored section in the Dialogue chart finishes playing.

➔The corresponding sound effect will play.

※Position yourself while the black colored section in the Dialogue chart is playing.

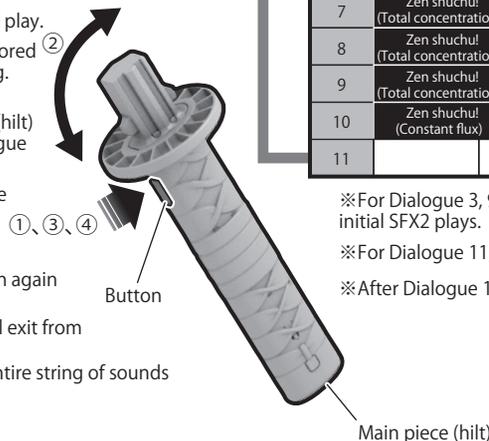
③ Hold the button on the main piece (hilt) for more than 1 second during a Dialogue playback.

➔A sound effect will play, and only the current Dialogue will play with each button press (loop state)..

④ While (A) is playing, press the button again for more than 1 second..

➔A sound effect will play, and you will exit from the loop state.

※The word "Dialogue" refers to the entire string of sounds that play in the chart' s row.



Dialogue	A (English Translation)		B (English Translation)			
1	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Ichu no kata! (First Form!)	Minamo Giri! (Water Surface Slash! Swing)	Swing	SFX
2	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Ni no kata! (Second Form!)	Mizu Guruma! (Water Wheel!)	Swing	SFX
3	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	San no kata! (Third Form!)	Ryuryu Mai! (Flowing Dance - SFX1)	Swing	SFX2
4	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Shi no kata! (Fourth Form!)	Uchishio! (Striking Tide.)	Swing	SFX
5	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Go no kata! (Fifth Form!)	Kantenno Jiu! (Blessed Rain After the Drought)	Swing	SFX
6	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Roku no kata! (Sixth Form!)	Nejire Uzu! (Whirlpool)	Swing	SFX
7	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Shichi no kata! (Seventh Form!)	Shizuki Hamon Zukui! (Piercing Rain Drop! Swing)	Swing	SFX
8	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Hachi no kata! (Eighth Form!)	Takitsubo! (Waterfall Basin)	Swing	SFX
9	Zen shuchu! (Total concentration!)	Mizu no Kokyu (Water Breathing)	Ku no kata! (Ninth Form!)	Suiryu Shibuki! (Splashing Water Flowing - SFX1)	Swing	SFX2
10	Zen shuchu! (Constant flux)	Mizu no Kokyu (Constant flux)	Juu no kata! (Constant flux)	Seisei Ruten! (Constant Flux - SFX1)	Swing	SFX2
11			Hinokami Kagura!	Enbu!	Swing	SFX1, SFX2, SFX3

※For Dialogue 3, 9, and 10, you can play SFX2 for each swing done within 5 seconds after the initial SFX2 plays.

※For Dialogue 11, each swing will play the SFX sequentially in order of SFX1, SFX2, then SFX3.

※After Dialogue 11, the next Dialogue 1 will play from "Mizu no Kokyu" (Water Breathing)..

