







Curl King™ by Promagnus, is a unique football training device inspired by the legend Roberto Carlos and his ability to curl a football. Curl King is designed to improve a football player's ball curling technique by mimicking the inflight curving ball by creating a spin on the ball when kicked.

Training with this device, which is scientifically proven, allows players to sense the ball rotation as their foot meets the ball and the body muscles recognize the need to adjust themselves after each kick to create the necessary spin. Over time, by reducing the spin speed on the device, the players muscle memory allows the player to learn how to spin the ball to create the curl effect.

The Curl King™ can spin in both directions, allowing training on both feet and inside or outside of the foot. There are 5 speed settings up to 600 RPM.

Training starts with the fastest speed 600rpm, as the player adjusts, the spin speed is reduced as the football player learns to create the spin that ensures the desired curved trajectory of the ball.

You can learn to curl the ball like Roberto Carlos!

Free kicks, Penalties, Corners and Passing play will take on a whole new dimension in the player's game.

What's in the box

The Curl King™ Training Device

1 x USB Cable

1 USB adapter connector

1 x Operating Manual

Quick Guide

A Blue LED light indicator will come on only when the device is connected to the phone APP or when the remote start device is used

Spin Speed selection button. 5 settings from 120 rpm to 600rpm

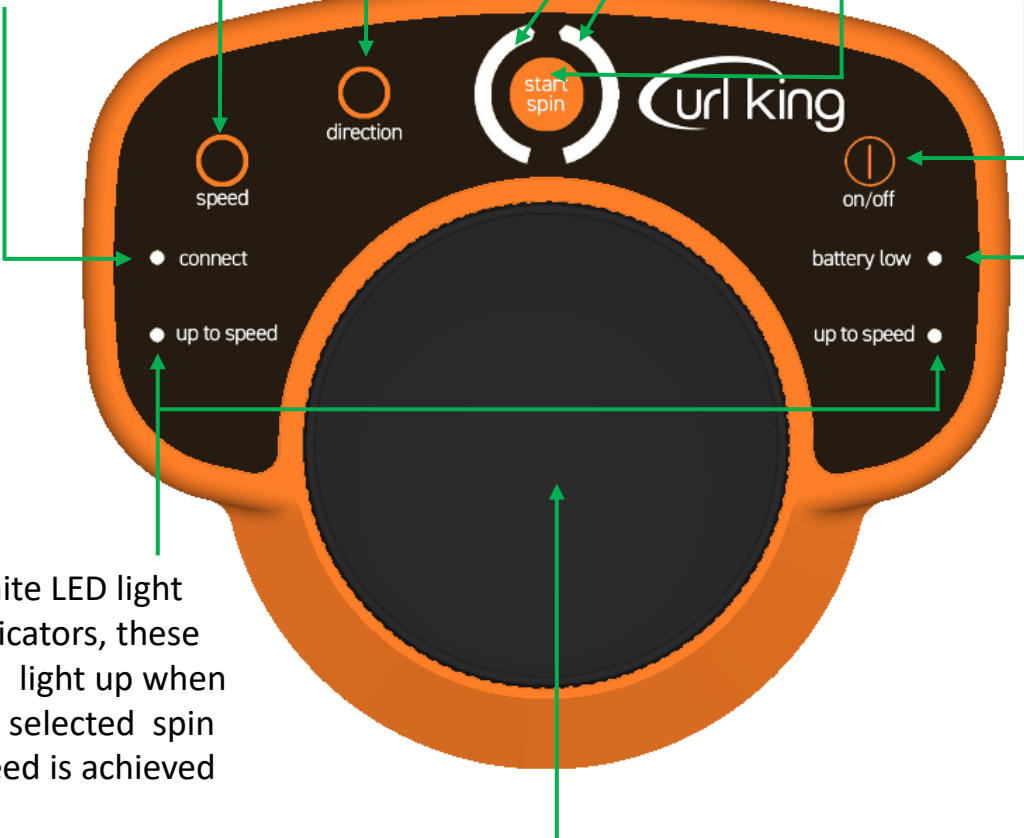
Spin Direction selection button – clockwise and anti- clockwise

USB C plug for charger cable

Start ball spinning button switch.

Device ON and OFF switch.

- White LED light Spin Speed indicators
- 1 LED - 120 rpm
 - 2 LEDs -240 rpm
 - 3 LEDs -360 rpm
 - 4 LEDs -480 rpm
 - 5 LEDs -600 rpm



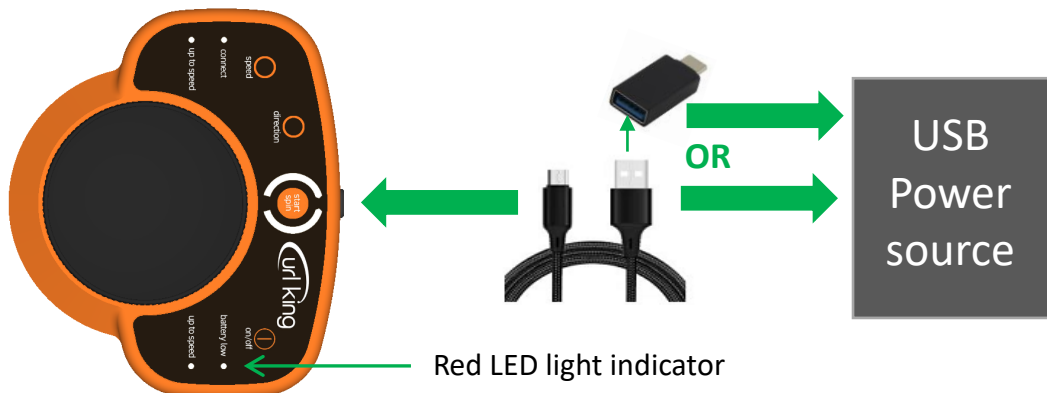
White LED light indicators, these will light up when the selected spin speed is achieved

Football Cup – Spins clockwise and anti clockwise

This red indicator will flash quickly when the device needs charging. The red light will flash slowly when the Curl King™ is being charged. Once the device is fully charged the red light will be on constantly.

Setup Instructions

- Before use, the device must be charged, to do this take the USB cable and if needed the USB adapter connector provided and plug into any mobile phone charger or USB charging point.
- Plug USB cable into the mains charger and into the Curl King™ device, then plug into power socket to charge.



- Once plugged in, the red “Battery low” light will flash slowly as the Curl King™ device charges up.
- The red light will eventually stop flashing and will be constantly on this indicates the device is fully charged and ready for use.
- Once fully charged, disconnect the charger, note the red LED light will switch off. The device will operate up to 8 hours. During use if the low battery indicator flashes red quickly, this indicates that the device batteries are low and will need to be recharged.
- Now place the Curl King™ on the ground in the desired position. Dependant on the ground surface type, there is an adjustable grip underneath the unit. Adjust this by screwing the cross in or out to achieve the necessary height. This is necessary to balance the device when spinning and ensure the unit stabilises the spin of the ball.



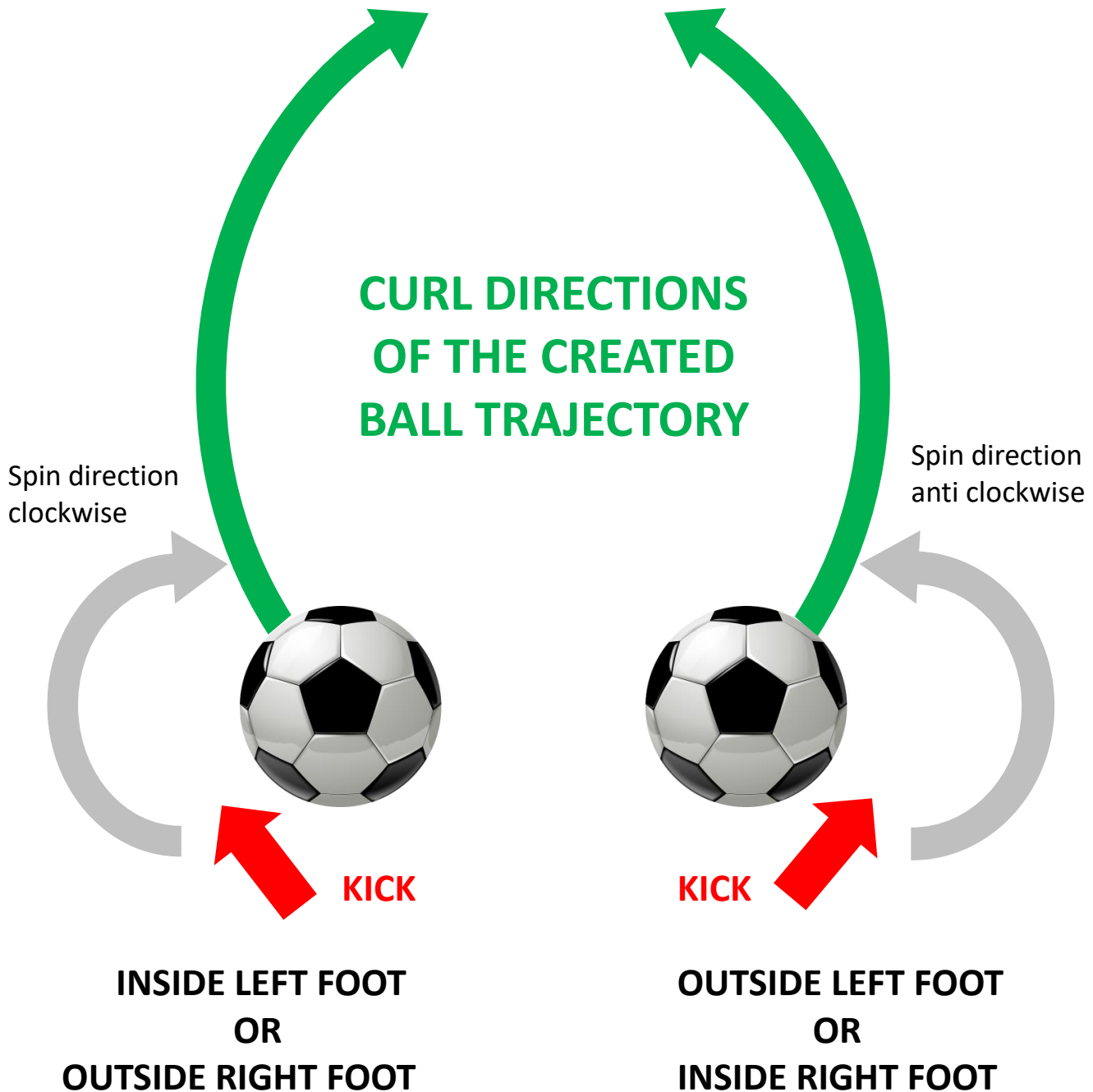
Operating the Curl King Device Manually



- Press the on/off button  to turn the Curl King device ON. One side of the white LEDs lights up to indicate its ON.
- First select the desired speed, Press the speed button  and select the relative number of LED lights required that relates to the desired speed. The number of white LEDs lit up around the start spin button indicate the related speeds as indicated below:-
 - 5 LED lights on = 600 RPM (Maximum spin speed)
 - 4 LED lights on = 480 RPM
 - 3 LED lights on = 360 RPM
 - 2 LED lights on = 240 RPM
 - 1 LED light on = 120 RPM (Lowest spin speed)



- Press the direction button direction to select the necessary spin direction. NOTE: to select an Anticlockwise spin this is indicated by the white LED lights on the right side of the start spin button. To select a Clockwise spin press the direction button so the white LEDs light up on the left hand side of the start spin button.



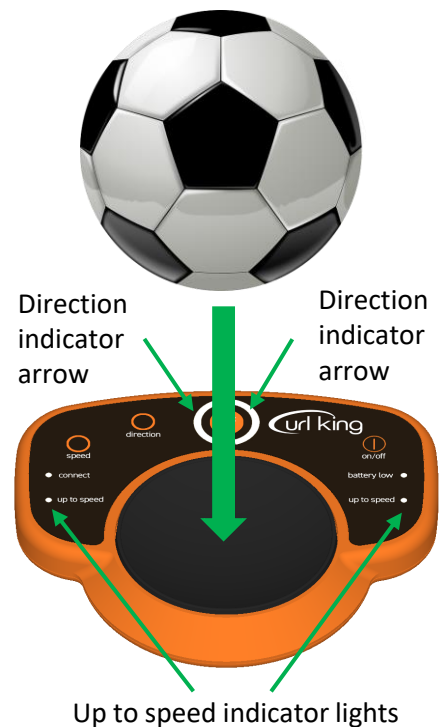
- Once the desired Spin Direction and Speed have been selected, Curl King is ready to be used as required.

- Press the Start Spin button

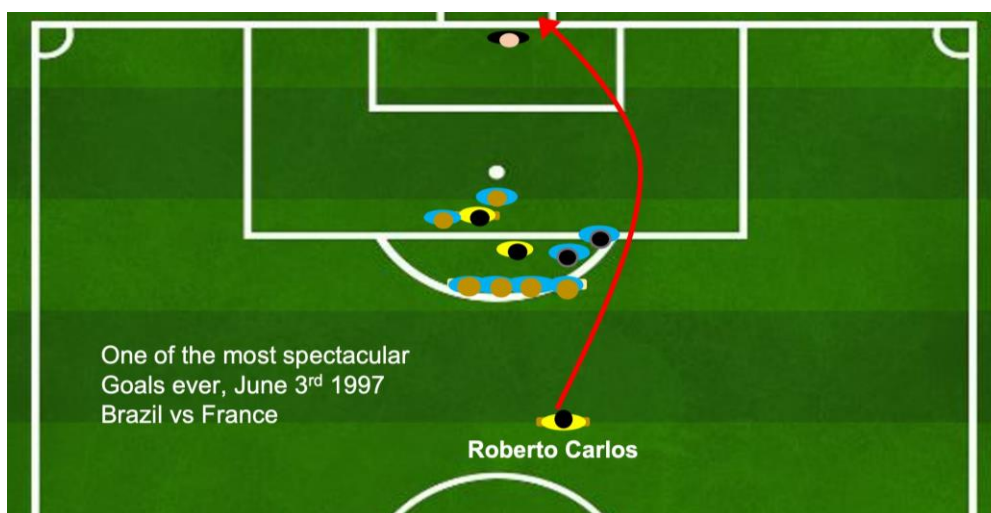


- Within 5 seconds, place the football into the Black Cup.

- The ball will begin to spin and then accelerate to the speed selected. During the acceleration, the direction arrow selected will flash white lights. Once the selected spin speed has been reached the 2 Up to Speed indicators will light up in GREEN and the 2-direction arrow indicator lights will be fully lit up on the Curl King device.



- The ball is now ready to be kicked by the player. Once the ball has been kicked, the device will automatically stop spinning. (Note if the ball has not been kicked within 40 seconds the device will stop spinning, however remains on. If there is no activity on the device for 10 minutes, the device will then automatically switch itself off.)
- **With practice, You can learn to curl the ball like Roberto Carlos.**



Operating the Curl King Device Remotely via phone App

- The Curl King™ has Bluetooth connectivity and can be operated by a mobile phone App.
- Download the Curl King™ App. Available from Apple store or Google Store, App name : CurlKing



To pair and connect the Curl King™ to the App

- Manually turn on the Curl King™ Device, then Tap the black cup area of the Curl King™ image on the Mobile phone App.
- After a few seconds, the CONNECT blue light indicator will light up on the Curl King™ device, This confirms the device is connected to the App and will remain lit until the App connection is lost.
- The App mimics the actual device, so the operation of the App are the same as the manually operated mode. The only thing that is different is the Curl King™ must be manually switched on to make the Bluetooth connection therefore the ON/OFF switch on the App only has an OFF button to turn the Curl King device off after use.

Specifications:

Weight: Around 1.05 Kgs

5 speed settings in RPM: 120, 240, 360, 480, 600.

Ball Cup Spins in both directions suitable for both left and right footed players (inside and outside of foot).

Any suitable USB charger can be used 5V 1A, 5V 1.5A or 5V 2A

Rechargeable battery and standard USB-C charging cable.

8-hour Battery life and charges in around 3-5 hours.

Bluetooth Low energy 5.2 to allow connection to APP or remote controller.

Adjustable height pivot (depending on ground surface texture) to absorb the wobble of the ball allowing it to reach maximum speed without the ball spinning off the ball cradle.

The device can be used on any type of pitch surface.

An in-built feature senses when the ball has been kicked and automatically stops the spin of the ball cradle, which prolongs battery life and reduce wear and tear on components.

After device has not been used for more than 10 minutes, the device will automatically switch off.

The device is NOT waterproof, not to be exposed to rain fall.

Fault Alert feature, if the product is dysfunctional and requires technical repair, all the 10 white LEDs light around the start spin button will flash continuously.

Product Compliances

The product has been designed to be as energy saving as possible.

The product conforms to Pb Free. and ROHS regulations

The product is certified to all the CE certifications

The product certified to all FCC certifications



The product is fully guaranteed for 12 months. (Batteries excluded)

The Product development and production rights are owned by Sports Tech Enterprise Ltd, registered in the United Kingdom. Curl King and Promagnus are registered Trademarks of Sport Tech Enterprise Ltd in the United Kingdom.

For technical assistance: info@promagnus.co.uk

The product is globally protected and patented.
Patent under UK patent office : **PCT/GB2019/051426**

Product Design by Trakitall Ltd Hong Kong and
Manufactured by Trakitall Ltd In China

FCC Warning

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

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.

Radiation Exposure Statement

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

