



IMPORTANT HEALTH & SAFETY INFORMATION

YOU MUST READ THIS BEFORE HANDLING THE MAGNETS ENCLOSED.

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Warnings
Avertissements
Advertencias
Warnungen
Avvertenze



& Samarium Cobalt Magnets
< 1cm³ Neodymium

SMALL MAGNETS
HEALTH & SAFETY INFORMATION

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LIABILITY

Warlord Games Ltd does not accept responsibility for damage that has been caused by the improper handling of magnets. With the purchase of these magnets, you confirm that you have read, understood and acted on the following warnings. If you are giving magnets as a gift, please include this information sheet in the package.

DANGER OF BREAKING OR CHIPPING

The most common cause of broken magnets is when two magnets are released and allowed to collide together. A combination of massive acceleration and high forces will cause one or both magnets to chip or shatter.



DANGERS FOR CHILDREN

Ensure that children under 16 are not allowed to play with magnets and children over 16 are told about the potential dangers of the magnets and supervised by an adult who has read and understood these warnings. If two or more small magnets are swallowed, they could attract each other through the walls of the intestines, this would cause major swelling, life-threatening injuries and need surgery to remove them. Please do everything possible to make sure children cannot swallow these magnets.

MAGNETICALLY SENSITIVE ITEMS

Neodymium magnets supplied by Warlord Games are much stronger than "ordinary" magnets. Keep a safe distance (50mm+) between the magnets and all objects that can be damaged by magnetism. These include mechanical watches, heart pacemakers, CRT monitors and televisions, credit cards, diskettes and other magnetically stored media.

NIPPING

When magnets are brought close enough together they can have a surprising amount of power. Fingers are quickly caught between them which could cause a painful nip or even a blood blister. Do not place these magnets up your nose or around the ears as they have soft tissue that will compress as the magnets attract through the thickness of the tissue. The magnet will compress the tissue and as the magnets get closer together, they will steadily increase in force until they cannot get any closer. This will cause considerable pain and they will be difficult to remove from the nostrils.

HEART PACEMAKERS

Keep magnets away from heart pacemakers. The operation of heart pacemakers will be affected by the close proximity of a magnet. Magnets can set a pacemaker working in a way that is not suitable for the pacemaker user and that might affect their health.

SURFACE PLATING, WEARING & CHIPPING

Neodymium magnets supplied by Warlord Games are usually plated with three layers of protective plating. First a layer of nickel, then a layer of copper and then a final layer of nickel. This plating can wear away in the course of normal use if it is sliding or impacting onto a steel surface. If the plating layers are worn away, then the magnet will be exposed to corrosion and since the magnets contain a high percentage of iron, they could rust.

NICKEL ALLERGIES

Neodymium magnets are mostly nickel-plated. If you suffer from a nickel allergy then you should avoid prolonged skin contact. Gold-plated magnets are available which are much kinder to your skin.

For more detailed Health & Safety information regarding the safe use of magnets, please visit us at:

www.Warlordgames.com

