

A detailed white wireframe illustration of a pair of over-ear headphones is positioned on the right side of the page. The illustration shows the headband, ear cups, and the internal structure of the ear pads. In the top right corner, there is a small orange icon of a pair of headphones.

keyscaper[®]

KHDBT2 Noise-Cancelling Wireless Headphones

Up to 35 hours on a charge with noise cancelling on - measured at full volume, not idling. Folds flat, connects to two devices at once, and the 3.5 mm cable still works with a dead battery.

Controls

Everything is on the lower edge of the **right** earcup:



On / off	Hold play / pause for 3 seconds to switch on, 5 seconds to switch off.
Volume	Tap + or -. You will hear "volume maximum" or "volume minimum" at the ends.
Change track	Hold + for the next song, - for the previous one.
Calls	Tap play / pause to answer, tap again to hang up. Hold to reject.
Game mode	Once on, hold play / pause for 3 seconds to switch between Music and Game mode. It starts in Music.
Voice assistant	Triple-tap play / pause - two beeps means it is listening. Triple-tap again to leave.
Noise cancelling	Its own slide switch. The Green light stays on while it is.

What Game mode does

Wireless headphones do a surprising amount of signal processing before sound reaches your ears, and noise cancelling adds more - it has to work out the opposing wave in real time, continuously. All of that takes a few thousandths of a second. **Game mode trims some of that work**, trading a little acoustic depth for noticeably less delay; **Music mode keeps the depth**. And if you need no delay at all, the 3.5 mm cable has none.

Connect wirelessly

 This mark denotes the direct-wireless connection.

Pair the first device

1. Hold **play / pause** for 3 seconds. You will hear "**power on**", then "**pairing**", and the light flashes **Blue** and **Red**.
2. On your device, select "**Keyscaper S31 ANC**".
3. You will hear "**connected**".

Two devices at once

Order matters. Start with Bluetooth **off** on both devices, and the headphones in pairing mode:

1. Turn Bluetooth **on** for device **A** and pair "**Keyscaper S31 ANC**".
2. Turn Bluetooth **off** on **A**. The headphones go back to pairing mode - **Red** and **Blue** blinking.
3. Turn Bluetooth **on** for device **B** and pair them there too.
4. Turn Bluetooth back **on** for **A**. The headphones rejoin it, and now show as connected on **both**.

This feature is worth knowing about - if set up right, it is a great quality-of-life addition: laptop and phone, both live, no menu-diving. Take the call, hang up, the music comes back on its own.

Calls, including three-way

Answer or hang up: tap play / pause.

Reject: hold play / pause.

Redial the last number: tap play / pause four times.

A second call arrives: tap to drop the first and take it, hold to refuse it, or tap four times to put the first on hold and take the new one. Tap four times again to swap between them.

Three-way calling is fiddly, and on iPhone you also need call waiting switched on in Settings > Phone. It works - it is not the thing these are best at.

Find it on your device

When the headphones are in pairing mode, open your device and select "**Keyscaper S31 ANC**":

Android	Settings › Connected devices › Pair new device
Windows	Settings › Bluetooth & devices › Add device
Mac	System Settings › Bluetooth
iPhone / iPad	Settings › Bluetooth
Valve Steam Deck	Settings › Bluetooth

Wired with the 3.5 mm cable

Plug the included cable into the jack. The noise cancelling and the wireless side power down, and the audio runs straight to the earcups.

 **Why that is good news.** Because nothing electronic is in the path, wired listening needs **no battery at all** - the cable still plays when the charge is completely gone, which is the one you want on a long flight. The trade is that there is **no noise cancelling** while wired.

Noise cancelling

Switch it on and the background drops away. Leave it on - it is included in the 35-hour battery figure.

What it is good at

Steady low sound: aircraft cabin drone, train rumble, an air conditioner, road noise, the hum of an open-plan office. This is what noise cancelling is for, and it does it well.

What it is not

Sudden, sharp or high sounds - a door, a keyboard, someone talking nearby. No noise cancelling handles those; the earcups themselves do most of that work.

Quiet on its own

Noise cancelling runs on its own circuit, so you can switch it on with nothing playing and nothing connected. No phone, no pairing, no music - just the switch and the quiet.

 **Noise cancelling needs the battery.** Plugging in the 3.5 mm cable powers the cancelling and wireless circuitry down, so the cable plays but does not cancel.

Status, charging & battery

Lights

Red and **Blue** alternating - ready to pair, or disconnected.

Off - connected and playing.

Red - charging; flashing slowly means the battery is low.

Green - noise cancelling is on.

Spoken prompts

The headphones speak: "pairing mode", "connected", "disconnected", "battery low", and the noise-cancelling state.

Charging

1. Connect the USB-C cable to the charging port and a USB power source.
2. The **Red** light stays on while charging and **goes out when they are full**. About **2 hours** from flat.

Running low: the **Red** light flashes slowly and you will hear "battery low".

Battery saving

If no device connects within **5 minutes**, the headphones switch off by themselves. Out of range? They reconnect on their own if you are back within **5 minutes**.

You will probably never use the off gesture. We ran a pair for **40 hours** straight at full volume with cancelling on. The thing that actually drains them while you are not listening is the noise cancelling - which is why it, and not power, got the one switch on the outside. So: **flip cancelling off when you take them off**, charge them now and then, and let the headphones handle the rest.

 **Use a low-power source.** The headphones charge at **5 V**, drawing 200-250 mA - a computer's USB port or a small phone charger is ideal. They do not need, and should not be given, a high-output fast charger.

If something is not right

They will not switch on.

Hold play / pause for a full **3 seconds** - a tap will not do it. If still nothing, charge for half an hour and try again; a flat cell needs a little back in it first.

My phone cannot find them.

They only appear while the light is flashing **Red** and **Blue**. If they are already connected to something else, they will not show up. Switch them off (hold 5 s) and on again.

They keep connecting to my old device.

They reconnect to the last thing they used. Turn that device's wireless off, or tell it to forget the headphones, then switch the headphones off and on. **No longer have the old device? Write to us** - we will sort it out.

Only one device connects.

The order matters: connect **A**, disconnect it, connect **B**, then reconnect **A**.

No sound, or very quiet.

On Android the headphone volume and the phone volume are separate - check both. And if the 3.5 mm cable is plugged in, the headphones' wireless circuitry and noise cancelling are switched off, so the sound arrives directly over the cable.

Noise cancelling is not working.

Check the **Green** light. With the 3.5 mm cable in, cancelling cannot run - that path is passive and bypasses the electronics.

Sound lags behind the picture.

Switch to Game mode: with the headphones on, hold play / pause for **3 seconds**.

They will not charge.

The **Red** light should come on. Try a different USB port or cable, and use a computer port or a small charger rather than a fast one.

Still stuck? support@keyscaper.com. Tell us what the lights are doing - that is usually enough for us to work out what is going on.

In the box



Headphones



Carry case



3.5 mm cable

48 in



USB-C cable

20 in



Carabiner



This manual

Looking after them

Wipe clean with a **damp cloth**. Avoid harsh cleaners and chemical wipes - the rubber headband and the polyurethane leather earcups may not agree with such strong stuff.

Keep them away from water and heavy dust, and do not take them apart. The earcups fold flat for packing.

If you put them away for a while

Charge them **every three months or so**. A cell left flat for a long stretch does not recover well.



A word about volume. These go loud. Listening loud for hours is how hearing gets damaged, and it happens slowly enough that you will not notice. Turn them up to hear the music, not to drown the room - that is what the noise cancelling is for.

Good to know

If something goes wrong, tell us. The warranty runs a year and covers manufacturing defects. But we don't stop caring after a year -if your headphones are giving you trouble, write to support@keyscaper.com and we will see what we can do.

We improve products over time, so specs may change.

Model	S31ANC, over-ear
Drivers	40 mm
Weight	226 g
Playtime	Up to 35 h, full volume, cancelling on
Charge	USB-C, 5 V, about 2 h
Battery	Li-ion 500 mAh 3.7 V
Audio	SBC, AAC · 3.5 mm passive
Response	20 Hz - 20 kHz
Impedance	32 ohm
Sensitivity	109 dB
Talk time	15-20 h · standby 250 h

FCC. This device complies with Part 15 of the FCC Rules. Operation is subject to: (1) it may not cause harmful interference, and (2) it must accept any interference received, including interference that may cause undesired operation. Tested to Class B limits (Part 15) for reasonable protection in a residential installation. Changes not expressly approved by the party responsible for compliance could void your authority to operate it.

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