

## Global Etailers

<b>Launch Date</b>	14 <sup>th</sup> February 2022		
<b>List Price</b>	£ 16.99 / € 19,99		
<b>Category</b>	Mice		
<b>Part Numbers / UPC Code</b>	4Z7X4AA	196188567326	
<b>Country of Origin</b>	China		
<b>Dimension of Product</b>	450mm x 400mm x 3mm	(L x W x H)	
<b>Dimension of Packaging</b>	435mm x 67mm x 67mm	(L x W x H)	
<b>Unit Net Weight / Gross Weight</b>	340g / 480g		
<b>Dimension of Carton</b>	490mm x 370mm x 365mm	(L x W x H)	
<b>Carton Quantity / Weight</b>	25 / 12.4kg		
<b>Cartons on a Pallet / Pallet Unit Quantity</b>	18 / 450		
<b>Minimum Purchase Quantity</b>	25		
<b>Warranty</b>	2 years		

## Specifications

<b>Material</b>	Cloth, rubber
<b>Size Options</b>	M, L, XL, 2XL
<b>Thickness</b>	3mm
<b>Width</b>	360mm, 450mm, 900mm, 1220mm
<b>Length</b>	300mm, 400mm, 420mm, 610mm

## Product Marketing

<b>Product Name/Title</b>	HyperX Pulsefire Mat Gaming Mouse Pad
<b>Etail Product Name and Description</b>	HyperX Pulsefire Mat – Gaming Mouse Pad – Large – Precise Cloth Surface – Anti-fray Flush Stitching – Non-Slip Rubber Base
<b>Tagline</b>	Optimized for durability and precision tracking
<b>Body copy</b>	The HyperX Pulsefire Mat Gaming Mouse Pad is built for durability and precision tracking with a highly optimized surface and anti-fray stitching. With an anti-slip rubber underside and comfortable padding, you can enhance your gaming and your comfort. The flat surface provides a smooth, consistent mouse glide and it rolls up for easy portability. Pulsefire Mat is available in a variety of size options to accommodate for different play styles and space requirements.
<b>Bullet Points</b>	<ul style="list-style-type: none"> <li>• Flush, anti-fray stitching</li> <li>• Durable surface, highly-tuned for precision</li> <li>• Comfort and stability</li> <li>• Variety of size options</li> </ul>
<b>Ecommerce Keywords</b>	mouse pad;gaming mousepad;mousepad;large mousepad;medium mousepad;small mousepad;mouse mat;cloth mousepad;precision surface

## Product Image

Images are in order of how they should be displayed (order from left to right) If only 1 image slot use #1, if only 3 slots use #1-#3

1. Front (Main image/Hero shot/Thumbnail)	2. Underside	3. Packaging front	4. Packaging back
			