



Screamin' Joker Digital Caller & Decoy v12 (SKU#23412-9)

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Hunt with an Edge!

You will find the following items in the box of Screamin' Joker.

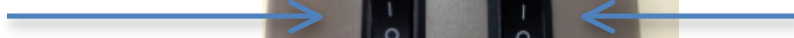
1. Rabbit decoy body (fur).
2. Screamin' Joker super structure with rotating cone and embedded speaker.
3. Screamin' Joker remote control.
4. Metal Stake.

Getting started:

1. Remove the remote battery cover, and install 4 AAA batteries. Negative battery contact always faces the spring inside the remote.
2. Replace the battery cover.
3. Remove battery cover of Screamin' Joker's superstructure (on the back).
4. Install 4 AA batteries. Negative battery contact always faces the spring inside the unit.
5. Replace battery cover.



On/Off



Fast & Slow
Speed

Remote / Screamin' Joker Functions, tips:

1. The remote is designed for one hand operation (left hand).
2. The operation of the sounds and motion are completely independent of each other allowing the hunter to customize each hunt/stand.

Operation:

1. To turn on the remote press the top (side) button and hold until the Edge logo shows up.
2. To turn on the Screamin' Joker superstructure flip the left face button to "On".
3. The left (face button) turns the unit on and off. Up = on , down = off.
4. The right (face) button controls the rotational speed of the rabbit.
5. High speed is up and low speed is down.
6. Thread the metal stake (or tripod not included) onto the base of Screamin' Joker.
7. Insert / place into or on the ground where you want to use Screaming Joker.

Playing sounds:

1. Scroll up or down to pick your sound using the two side buttons (photo below).
2. Push (and release) the top (side) button on the remote to play a sound.
3. Push (and release) the top (side) button again on the remote, to stop playing the sound.
4. Increase or decrease the volume (1-10) using the two side buttons (photo below).
5. Favorite sounds: The three face buttons are to store your three favorite sounds for quick reference. These are called "hot keys".
 - a. You should be able to reach any "hot key" with your left thumb.
 - b. To store your favorite sound, choose your sound and hold either button A, B, or C for 3 seconds until the display flashes twice.
 - c. That "Hot Key" is now a quick way to find your favorite sound(s).

Sounds included: Alienator Ki Yi, Crow Gathering, Here Kitty Kitty Hunt, Lip Squeak, Nimrod, Rabbit in Distress, Rabid Viper, Screamin Tweety, Squirrel Distress, Stryker, Syco Bird, Syco Cat, Tormented Syco, Viper Bleeds, and Wicked Alienator

Rabbit Decoy Movement:

1. The single button above the 3 Hot Keys controls turning on and off the decoy movement.
2. You should be able to reach this key with your left thumb.
3. Press this button to turn the movement on and off.

Emergency Stop:

1. During your hunt if you quickly want to terminate the sound and decoy movement at the same time simply push and hold the On/Off/Play/Pause key for 2 seconds. The decoy movement and sound will terminate at one time.
2. Once you are ready to start again you will need to turn the remote on again (hold down On/Off/Play/Pause).

Remote Distance:

1. Depending on conditions, optimal remote range is 300 feet. Interference can affect range. Make sure metal objects, buildings, trees, terrain etc. are not directly between the Screamin' Joker and the remote.
2. To improve remote distance, elevate the Screamin' Joker using a tripod. The metal stake thread fits most tripod attachments.

Storing the Screamin' Joker:

1. Please remember to turn off the Screaming Joker on the superstructure as well as on the remote control. Forgetting to do this, will completely drain all batteries over time.
2. Remove all batteries if you plan to store Screamin' Joker and the remote for more than 30 days.
3. Wipe your unit down with a dry cloth to remove any moisture or dirt.

Trouble Shooting:

1. The most common performance issue is not having good batteries.
 - a. Example: Unit won't turn on, remote distance is short, speaker loudness is low, etc.
2. If you see some degradation of performance, please check the batteries first.
3. Having two batteries that have a low charge, mixed with two fully charged batteries, can affect the performance.

Mixing Lithium with non Lithium batteries can also affect performance.

Warranty:

Edge warrants this product against all manufacturing defects, for a period of 1 year from date of purchase. Proof of purchase is required. Abuse of an Edge product (submerged in water, dropped, mistreatment etc.) is not covered.

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FCC ID: OZLMW-RC02

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.