

FCC NOTICES: 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 Cass Creek International, LLC could void the user's authority to operate this equipment.

FCC Radiation Exposure Statement for Portable Devices

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment is in direct contact with the body of the user under normal operating conditions. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

NOMAD MX3 RECEIVER/CALL- HAND HELD USE

1. On/Off.

Turn on receiver by rotating the thumbwheel volume control clockwise (#5). The LED on/off indicator will light (#1). Turn off the receiver by rotating the volume dial control fully counterclockwise until it clicks off (#5).

2. Call Select/Interrupt.

Select a sound and activate the call by depressing the corresponding button (#10). Any subsequent button pushed will interrupt the playing sound with the new call, allowing you to vary the type, length, and sequence of calls.

3. Auto Off.

If no call selection is activated for an hour, the receiver will automatically turn off and the unit will go into battery saver mode. To reactivate receiver, simply push a call select button on the receiver (#10).

NOMAD MX3 TRANSMITTER/RECEIVER CALL—REMOTE

1. On/Off.

The receiver is turned on by rotating the thumbwheel clockwise (#5).

2. Frequency.

Select the receiver frequency to channel A, B or C (#8). More than one receiver can be set to any one channel. Place the receiver in the field and return to your hunting position.

3. Transmitter.

Press the receiver selection button on the transmitter (#11), for the corresponding receiver selection (#8), on the receiver. The button selected will become backlit (#11) on the transmitter. Now, whatever call selection button (#17) is chosen will be played through the designated receiver.

4. Volume.

Select the volume level on the transmitter (#14) for the designated receiver. The volume indicator (#15) will show the volume level.

5. Sound.

Choose an animal call and press the call select button (#17). The sound will be heard from the receiver. The call can be stopped by pressing the transmitter button (A,B or C) (#11) or interrupt the sound by pressing a new call select button (#17).

6. Auto Off.

a) TRANSMITTER. The transmitter will turn off when nothing is backlit or automatically go into a battery saver mode after 5 minutes if no buttons are pressed and the LEDS will turn off (#11, #15). Press any button and the unit is awake and be fully functional.

b.) RECEIVER/CALL. If no signal is transmitted to the receiver within one hour, the receiver will automatically go into battery saver mode. To wake up the receiver, press any button on the receiver.

Example: THREE RECEIVERS THREE SOUNDS

Choose channel A on the transmitter (#11), press a call select button (#17) and hear the sound from a receiver. Turn off the A channel button (#11) and the sound will stop.

Turn on the B channel button (#11) and press a new call select button (#17). The new sound will now come out of the B channel receiver.

Leave the B (#11) channel button on and select the C channel button (#11) and play the desired sound (#17). The new sound will come out of the C receiver while the B receiver is still playing. You can interrupt, stop, or vary the sounds and receivers to create new call patterns.

MOVING SOUND PATENT PENDING FEATURE

1. **On the transmitter** – Activate any combination of two or three channel buttons (A, B, and/or C) (#11).
2. Select a game sound (#17) and play the sound through one of the receivers.
3. **MOVE SOUND A-B-C DIRECTION.** Press the right side of the moving sound bar (#18) and the sound last played on the transmitter will “move”. The call will begin at the A receiver with the sound moving onto the B receiver and then onto the C receiver, with the same process. **Note: The A, B and C lights will flash sequentially for thirty seconds to designate the moving sound with the sound taking thirty seconds to move to each speaker.**
4. **MOVE SOUND C-B-A DIRECTION.** Do as above but press the left side of the moving sound bar (#18).

**FOR UPDATED INSTRUCTIONS, FAQS OR OTHER QUESTIONS GO TO OUR
WEBSITE (www.casscreek.com)**

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