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## The "Ultimate" Wireless Game Call! "The Game has Changed"™

# Single Speaker (Set-Up) Instruction

## Main Menu - Step 1 of 4

Includes - Power ON / OFF Remote, Backlit ON / OFF, Select a Single Speaker

### Single Speaker

Press Button to advance to a Single Speaker Hunt

#### Note:

Sound plays on one or  
all speakers at the same time

### Backlit

Press to turn (ON or OFF)  
Bold copy is the selected setting

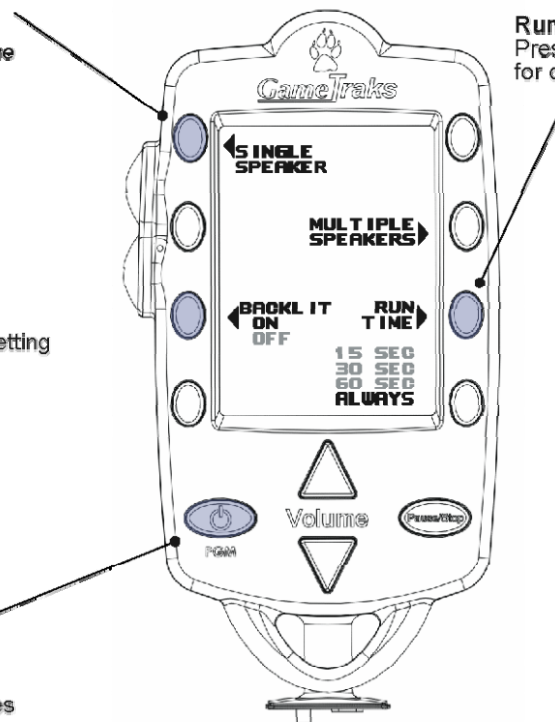
### Backlit

Default is (ON - 15 Sec.)

### Power Button

(ON) Hold 2 Sec.

(OFF) Press firmly two times



### Run Time - Backlit

Press button to Toggle Up / Down  
for desired ON time

**Note:** Power on the remote before the speaker  
to allow the speaker to immediately communicate with the remote

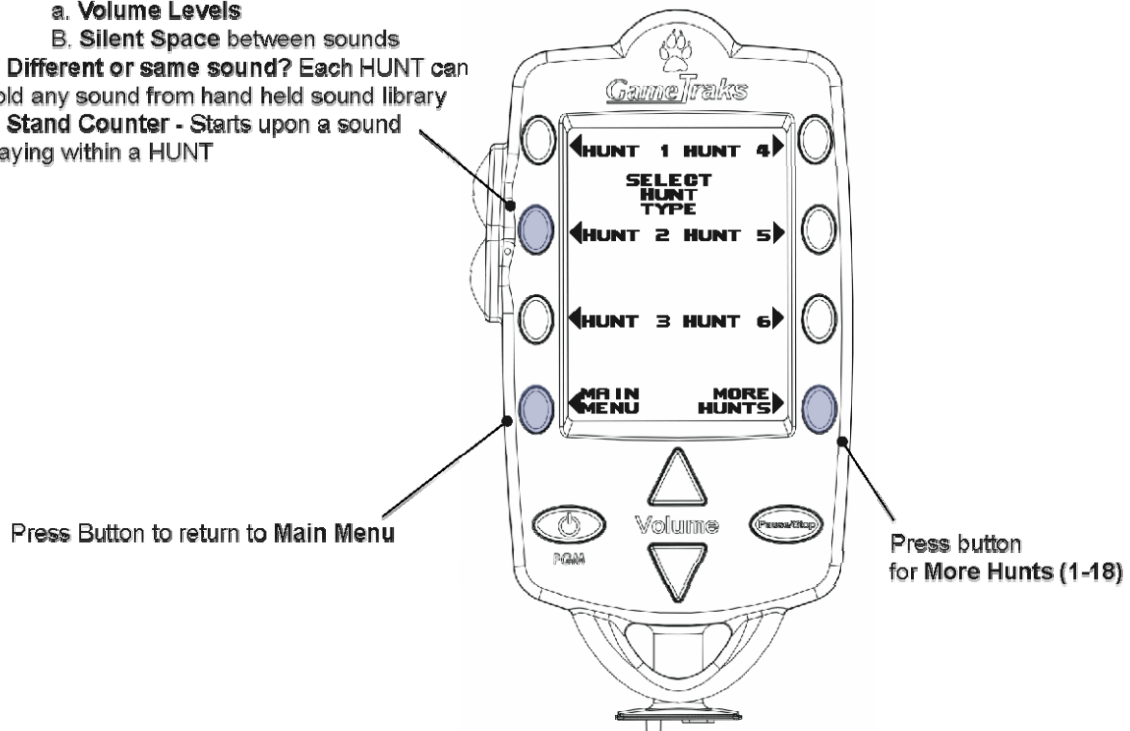
## Selecting a Hunt - Step 2 of 4

Includes - Selecting a Hunt Number, Return to Main Menu Button, More Hunts Button

Hunt Type - provides the following:

1. 1 - 18 Custom Sound / Call strategies
2. Organizes 1-6 sounds per HUNT
3. Remembers individual sound details:
  - a. Volume Levels
  - B. Silent Space between sounds
3. Different or same sound? Each HUNT can hold any sound from hand held sound library
4. Stand Counter - Starts upon a sound playing within a HUNT

### Selecting a Hunt



# Selecting Sounds - Step 3 of 4

(Sounds are selected within a Hunt from Hand Helds Sound Library)

**Includes - Select 1- 6 Sounds, Change Order Button, View Done Button**

## Selecting a Sound

Push **Sound Button** to define the order position / number of 1-6 sounds  
(Bold copy confirms selection)

**Numbers Display in Arrow,**  
(Numbers assign in order of selection)

However, keep pushing the sound button to select a different number for that sound  
(last number selected defines sound #)

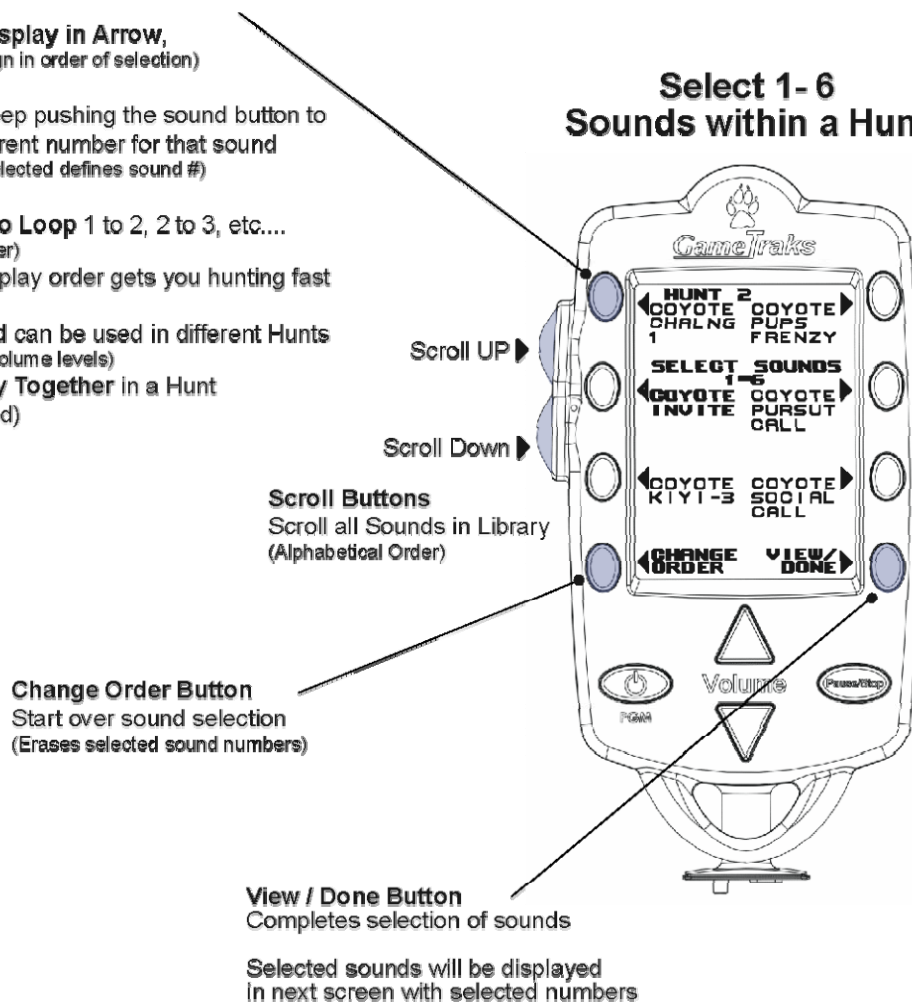
**Sounds Auto Loop 1 to 2, 2 to 3, etc....**  
(in numeric order)

Pre-defining play order gets you hunting fast

**Same Sound** can be used in different Hunts  
(with different volume levels)

**Sounds Stay Together** in a Hunt  
(until changed)

## Select 1- 6 Sounds within a Hunt



## Single Speaker

# Hunts / Play Sound Menu - Step 4 of 4

Includes - Play Sound      50W Volume Control      52 Battery Detection  
 Change Sound / Order      Pause / Stop      52 Speaker Detection  
 View Done Button      Change Hunt      Sound Played Symbol  
 SPACE 2:30 Space Timer      22:30 Stand Counter      Sound Loop Symbol

**Sound Played Symbol**  
 (Verifies sound is playing)

**Sound Loop Symbol**  
 (Sound is on continues loop when symbol is show)

**Hunt # Displayed**

**Stand Counter**  
 22:30  
 Automatically starts counting  
 (when a sound is played within a hunt)  
 (Re-starts in a different hunt or when  
 hand held is powered down)

**Change Sound Button**  
 Back to Screen 3  
 to select sounds 1-6  
 (or reorder a sound)  
 (or add a new sound)

**Scroll Buttons**  
 Up / Down Highlights the sound  
 to change sound level (before playing sound)  
 and Space Time

**Space Timer** SPACE 2:30  
 1. Counts down length of sound track playing  
 2. After sound ends, counts down silent space  
 between sounds (adjust space by pressing  
 pause button to highlight time - Up / Down  
 volume to change time)

**Hunt Type**  
 Takes you back to Hunt's Menu  
 and Main Menu

**Battery Detection** 52  
 H1 = Hand Held (Real-time Battery Level)  
 S1 - S6 = Each Speakers (Real-time Battery Levels)

**Speaker Detection** 52  
 S1 - S6 = Each Speakers  
 (Real-time Signal Strength to see when speaker is  
 communicating with hand held)

**Volume Button** 50W  
 1. Controls Volume Levels Up / Down - 0 - 50W  
 (Volume level in each hunt are remembered, until adjusted)  
 Before Playing - Highlight sound to adjust volume  
 (To Highlight a sound use the Up / Down Scroll button)  
 2. Controls Space Timer Up / Down  
**Note:** Use Pause/Stop Button to toggle between Volume and Space Timer  
 (Each sound volume level and silent space time is stored in memory per hunt #)

**Pause / Stop Button:**  
 1. Takes Sound Loop OFF  
 (loop symbol disappears)  
 2. Stops Sound Playing  
 (Sound symbol disappears)

# Speaker Operation

Includes - **Speaker ON/OFF, Smart Hibernate, Red Light, AC Power, USB Connector, Speaker Storage**

## Power Button ON/OFF

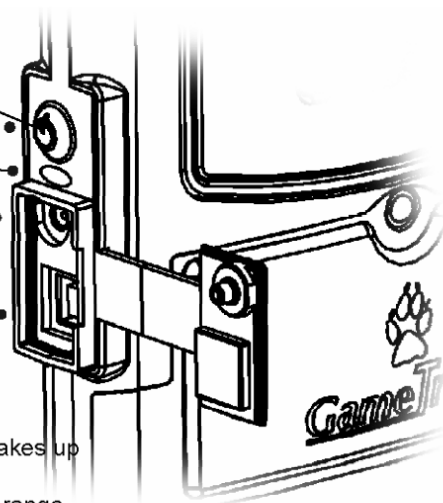
1. Turn *Remote* (ON) before speaker
2. Turn ON Speaker -  
Press & Hold Button until Red light turns ON
3. Turn OFF Speaker -  
Press and hold button until RED light blinks once

## Red Light

Stay's ON when communicating with hand held  
Blinks 1-6 times to identify its speaker number

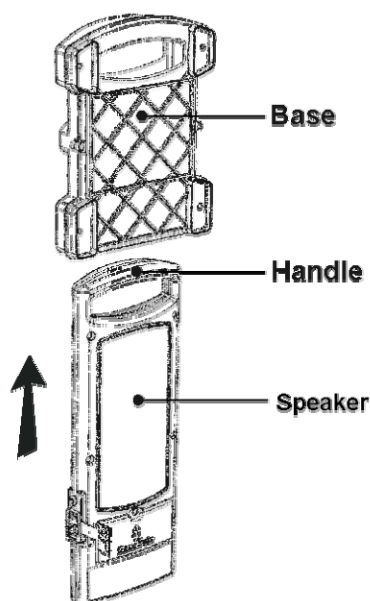
## AC Power Jack

## USB Connect (Computer)



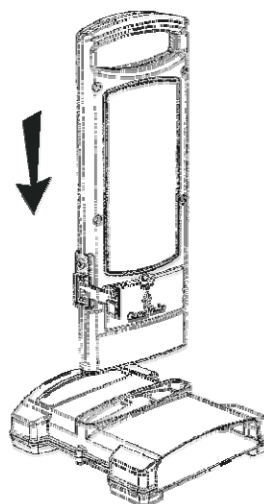
**Smart Hibernate** - After 30 minutes with no communication with hand held the speaker goes to sleep automatically and wakes up for short moments to look for the hand held.  
**Speaker turns ON** when the hand held is ON and in operation range  
Hand Held will show S1 -S6 to identify the speakers it is communication with

## Base Storage - Slides over speaker (Handle must go into base first)



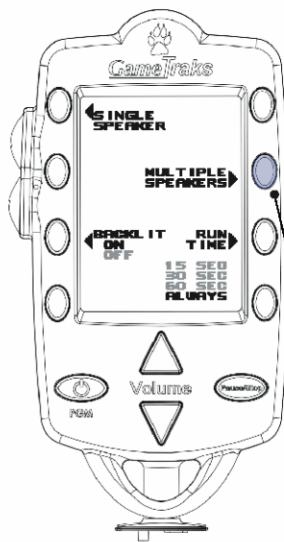
## Set- Up Speaker Vertically

1. Press the speaker firmly into the base  
or Hang the speaker securely



# Multiple Speaker (Set-Up) Instruction

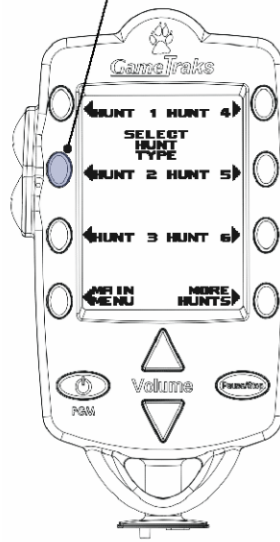
## Step 1 Select Multiple Speaker



**Multiple Speaker**  
Press Button to advance to a Multiple Speaker Hunt

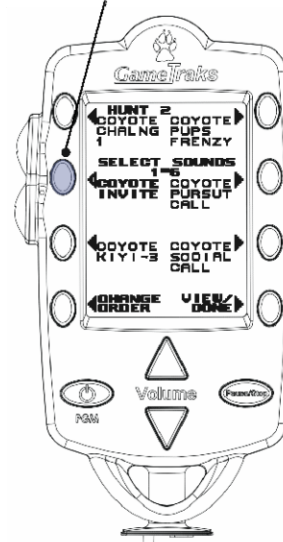
## Step 2 Select a Hunt # (For organizing up to 6 sounds)

Press Button to advance to a Hunt

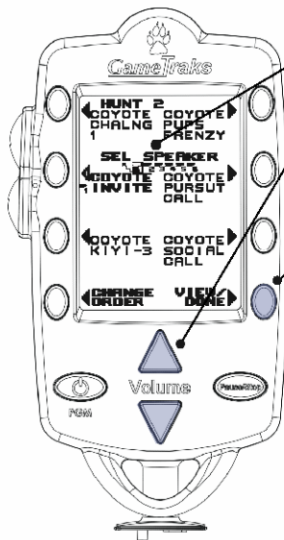


## Step 3 Selecting Sounds

Press Button to select a sound and define the 1-6 placement / order to play



## Step 4 Select Speakers



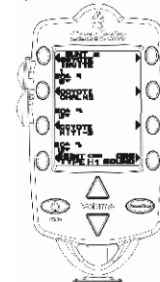
1. Using Volume button scroll to desired speaker number

2. After selecting speaker number press view / done  
Then select next sound (repeat step 3) and then select next speaker - repeat as needed

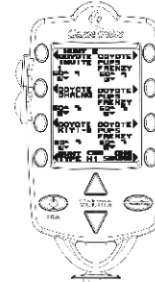
To finalize sound and speaker selection press View / Done Twice - the next screen is the play sound screen

Note: To select the same sound to be used on different speakers - when selecting sound keep pushing sound button until the next number shows in the arrow  
Then select speaker as illustrated in step 4

3 spkr with 3 different sounds



3 spkr Combination Setup  
LT side of screen has a different sounds per speaker  
RT side has same sound for each speaker





## Batteries

Storage / Charging:

Changing batteries-no moisture

**To change batteries:** Unscrew the locking screw and open the lid. Carefully disconnect the plastic connector

**Battery Disposal:** To preserve natural resources, please recycle or dispose of expired battery pack properly.

THIS PRODUCT CONTAINS LITHIUM-ION BATTERIES AND MUST BE DISPOSED OF PROPERLY. LOCAL, STATE OR FEDERAL LAWS MAY PROHIBIT DISPOSAL OF BATTERIES IN ORDINARY TRASH. CONSULT YOUR LOCAL WASTE AUTHORITY FOR INFORMATION REGARDING AVAILABLE RECYCLING AND/OR DISPOSAL OPTIONS. FOR DISPOSAL INFORMATION, CALL THE RECHARGEABLE BATTERY RECYCLING CORPORATION AT 1-800-8-BATTERY



### **WARNING:**

Upon removal, cover the battery packs terminals with duty adhesive tape. Do not attempt to destroy or disassemble battery pack or remove any of its components. lithium ion batteries must be recycled or disposed of properly. Also, never touch both terminals with metal objects and/or body parts as short circuit may result. Keep away from children. Failure to comply with these

## FCC Statement

Changes not expressly approved by the party GamrTraks could void the user's authority to operate the equipment.

The following information must be placed in a prominent location in the manual of a Part 15 Class B digital device, such as a computer peripheral. Any user requirements for compliance such as shielded cables shall be noted.

**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 output on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.