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

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.)

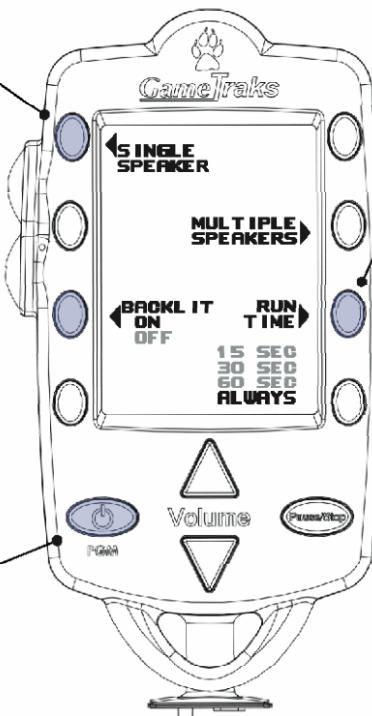
Power Button

(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

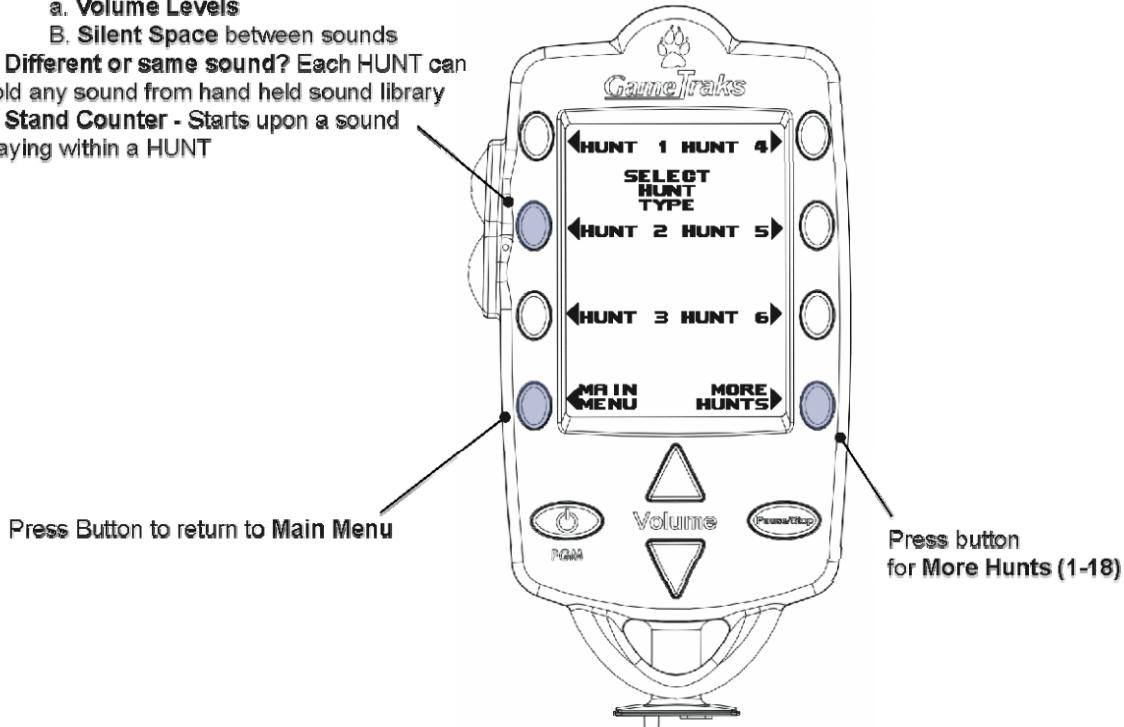
Selecting a Hunt - Step 2 of 4

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)

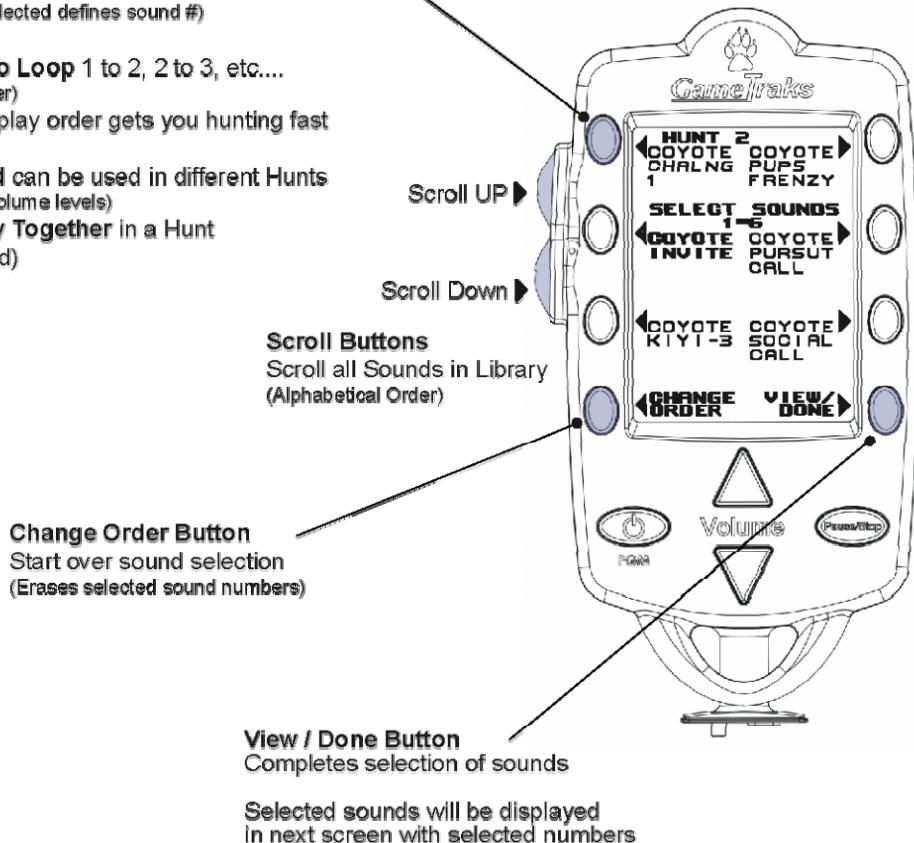
However, keep pushing the sound button to select a different number for that sound (last number selected defines sound #)

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
Change Sound / Order
View Done Button
^{SPK} Space Timer

^{50W} Volume Control
Pause / Stop
Change Hunt
^{22:30} Stand Counter

⁵² Battery Detection
⁵² Speaker Detection
◆ Sound Played Symbol
◎ Sound Loop Symbol

Play Sound Button

Press Once to Play Sound ◆

Twice to continues Loop Sound ◎

(Pause/Stop button takes sound off loop)

Note : Automatically loops / plays all 6 sounds
or can be interrupted and
played in any sequence

Scroll Buttons

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

Scroll UP ▶

Scroll Down ▶

Space Timer ^{21:30}

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

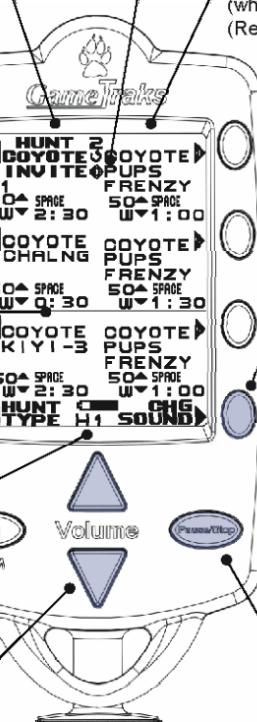
(Real-time Signal Strength to see when speaker is
communicating with hand held)

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)

^{21:30} 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 #)



◆ Sound Played Symbol
(Verifies sound is playing)

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

^{22:30} Stand Counter
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)

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

Single or Multiple Speaker

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

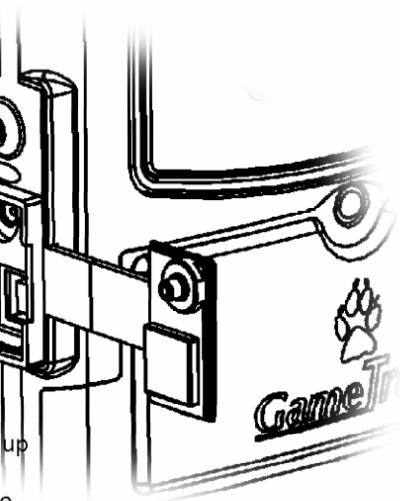
Stay's ON when communicating with hand held
Blinks 1-6 times to identify its speaker number

AC Power Jack

USB Connect (Computer)

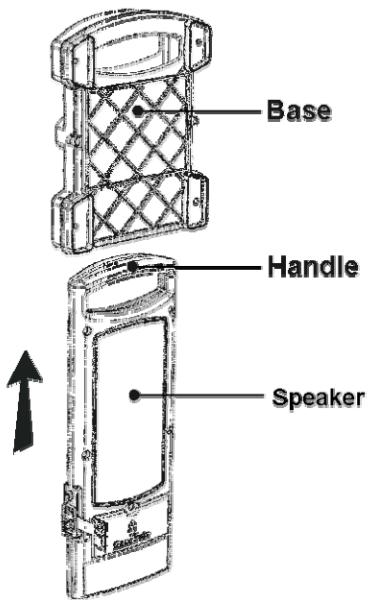
Smart Hibernate - After 30 minutes with no communication with hand held the speaker goes to sleep automatically and wakes up for short moments to look for the hand held.

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 communicating with



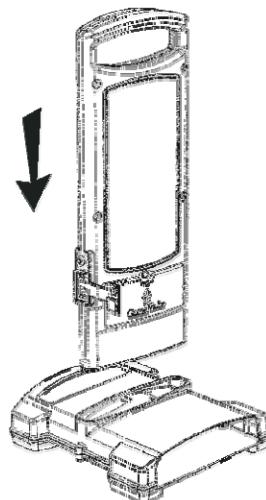
Base Storage - Slides over speaker

(Handle must go into base first)



Set- Up Speaker Vertically

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

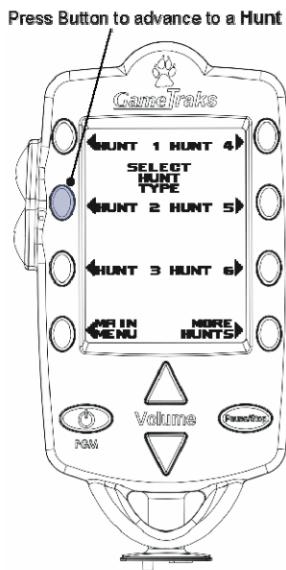


Multiple Speaker (Set-Up) Instruction

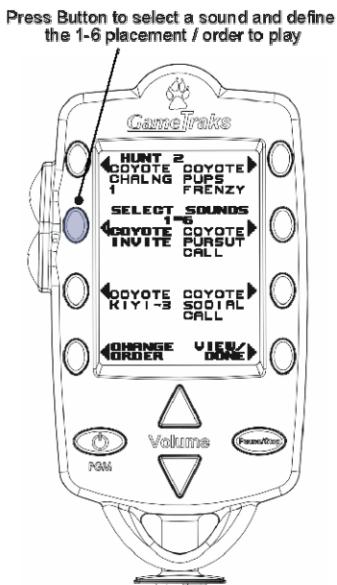
Step 1 Select Multiple Speaker



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

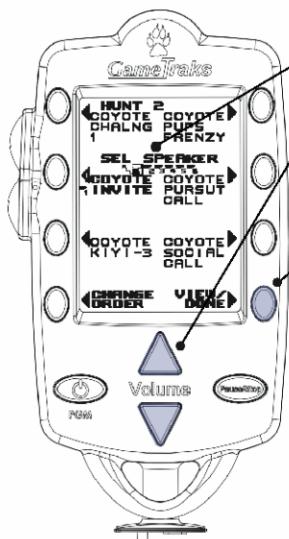


Step 3 Selecting Sounds



Multiple Speaker
Press Button to advance to a Multiple Speaker Hunt

Step 4 Select Speakers

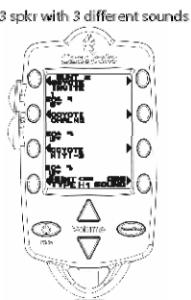


1. Using Volume button scroll to desired speaker number

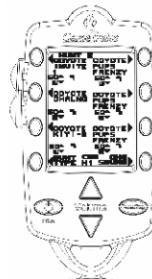
2. After selecting speaker number press view / done
Then select next sound (repeat step 3) and then select next speaker - repeat as needed

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 Combination Setup
LT side of screen has a different sound 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 pack's terminals with duty adhesive tape. Do not attempt to destroy or disassemble battery pack or remove any of its components. Lithium li-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.