

Nite Stalker Operations & Trouble Shooting Guide

The following is a guide to assist you with the operations & trouble shooting of your new Nite Stalker MP 3 electronic game caller. We appreciate you as our new customer & wish you the best of success! This document has been prepared to further inform you of all the in depth operations & trouble shooting of the unit! Good luck & happy hunting!

NITE STALKER KEY PAD & REMOTE KEY OPERATIONS

ON/OFF KEY: The "On" & "Off" key on the game caller is designed to manually turn your game caller to the on or off status! This key will power your game caller on for initial start up. This key must be activated before you can control the game caller with the wireless remote supplied with your unit. The "On" & "Off" key on the remote control is designed to remote turn the game caller to the on or standby status once you have activated the game caller. Press key on the remote once to turn unit off, press again to power game caller back on. When game caller is in a stand by mode, it is operating on minimum battery consumption. If "On" & "Off" key doesn't appear to work on the remote, please check the battery and replace if showing low battery. Low battery level will also affect the operation of the key pad! Make sure that game caller is showing a full to half cycle battery life before taking it to the field! If the "On" & "Off" key on the remote appears not to work, check the battery icon on the LCD & replace battery. (See Battery Maintenance)

OFF KEY: The "On" & "Off" key on the game caller is designed to manually turn the caller off! This must be done when you have completed the use of the game caller! You must press & hold down this key until the display goes to a blank screen and is no longer illuminated! The "Off" key on the remote is the same key as "On" key. **This key is designed to remote the caller to a "Standby Mode" while in use! This key will not power off the game caller for non use & storing.** The battery will discharge if you fail to manually turn unit off on main key pad! (See Battery Maintenance)

PLAY KEY: The "Play" key on the game caller will start **play mode** of the pre-selected sound you have chosen. The "Play" key on the remote will start **play mode** of the pre-selected sound you have chosen from remote location. The "Play" key on the game caller & the remote can be activated by a firm pressing of the key. Press & hold is not required. If "Play" key on game caller appears not to work, check the battery for battery life. If the "Play" key on the remote appears not to work, check the battery & replace. (See Battery Maintenance) **If you use the key pad(s) on the game caller to operate the functions of the caller, the LCD on the remote control will not show the same information. Information data transmitted by remote will be shown on game caller LCD.**

PAUSE KEY: The "Pause" key on the game caller will **pause** the play of the current sound selected. The "Pause" key on the remote will **pause** the play of the current sound selected from a remote location. The "Pause" key on the game caller & the remote can be activated by a firm pressing of the key. If the "Pause" key appears not to work, check the battery for battery life. If the "Pause" key on the remote appears not to work, check the battery & replace. (See Battery Maintenance) **Press PLAY will restart the paused sound at the exact same location it was paused at. The volume of the unit will automatically resume at the same level as previous setting when this function is activated.** If you wish to adjust the volume at this point simply press the volume up or volume down key to reset at desired setting. **If you use the key pad(s) on the game caller to operate the functions of the caller, the LCD on the remote control will not show the same information. Information data**

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transmitted by remote will be shown on game caller LCD.

NEXT KEY: The Nite Stalker comes loaded with new complete **MARK IV** sound library from the factory. The "Next" key on the game caller allows the user to scan in an upward selection motion to arrive at the desired sound to play that is seen on the LCD! The "Next" key on the remote allows the user to scan in an upward selection motion to arrive at the desired sound to play from a remote location that is seen on the LCD. To activate, firmly press and release for each scan to the next selection. (Both game caller & remote) **Press & hold will scan the entire selection & may not stop at the sound you wish.** Note: This will change as you change or add to the **Mark IV** library that came on the unit. (To Change Sounds; See Load & Downloads) If the "Next" key appears not to work properly, check the battery for battery life. If the "Next" on the remote appears not to work, check the battery & replace. (See Battery Maintenance) **If you use the key pad(s) on the game caller to operate the functions of the caller, the LCD on the remote control will not show the same information. Information data transmitted by remote will be shown on game caller LCD. The game caller will need to be connected to the remote after you upload or delete any sounds into the systems hard drive so that the remote can recognize the new order of play list selections (See Downloads & Uploads)**

PREVIOUS KEY: The "Previous" key allows the user to scan in a downward motion to arrive at the desired sound to play that is seen on the LCD. The "Previous" key on the remote allows the user to scan in a downward motion to arrive at the desired sound to play from a remote location that is seen on the LCD. To activate, firmly press and release for each step to next selection. (Both game caller & remote) **Press & hold will scan the entire selection & may not stop at the sound you wish.** For best results rename and reload sounds in your special grouping. If the "Previous" key appears not to work properly, check the battery for battery life. If the "Previous" key on the remote appears not work check the battery & replace. (See Battery Maintenance) **If you use the key pad(s) on the game caller to operate the functions of the caller, the LCD on the remote control will not show the same information. Information data transmitted by remote will be shown on game caller LCD. The game caller will need to be connected to the remote after you upload or delete any sounds into the systems hard drive so that the remote can recognize the new order of play list selections (See Downloads & Uploads)**

NEXT 10 KEY: The "Next 10" key recalls ten (10) sounds at once thus allowing you to instantly scan through your entire library of sounds very quickly to select your next 10 sounds in the order they were loaded. The key function is the same on both the game caller and the remote. **If you use the key pad(s) on the game caller to operate the functions of the caller, the LCD on the remote control will not show the same information. Information data transmitted by remote will be shown on game caller LCD.**

PREVIOUS 10 KEY: The "Previous 10" key recalls ten (10) sounds at once thus allowing you to instantly scan through your entire library of sounds very quickly to select your previous 10 sounds in the order they were loaded. The key function is the same on both the game caller and the remote. **If you use the key pad(s) on the game caller to operate the functions of the caller, the LCD on the remote control will not show the same information. Information data transmitted by remote will be shown on game caller LCD.**

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VOLUME UP KEY: The “Volume Up” key adjusts the volume upward from the current setting on the game caller to the desired level. **Press to increase volume step by step or press & hold to increase quickly.** Remote key provides the same function. The LCD bar volume bar will display the current level of sound on the game caller and the remote. **If you use the key pad(s) on the game caller to operate the functions of the caller, the LCD on the remote control will not show the same information. Information data transmitted by remote will be shown on game caller LCD.**

VOLUME DOWN KEY: The “Volume Down” key adjusts the volume downward from the current setting on the game caller to the desired level. **Press to decrease volume step by step or press & hold to decrease quickly.** Remote key provides the same function. The LCD bar volume bar will display the current level of sound on the game caller and the remote. **If you use the key pad(s) on the game caller to operate the functions of the caller, the LCD on the remote control will not show the same information. Information data transmitted by remote will be shown on game caller LCD**

DECOY KEY: The “Decoy” key allows the user to power on/off any motion device to simulate a live animal. (#425 Predator Deceptor and #174 Deceptor Rabbit) You must have our (Model #893 Power Cord Adapter) for this function to work properly. Simply hook the power cord adapter to the units decoy auxiliary port & then to the Predator Deceptor or Deceptor Rabbit. Once this is done you now have control of the motion decoy with the “Decoy” key on the unit or the remote. Press firmly once to activate & press again to deactivate. **If you use the key pad(s) on the game caller to operate the functions of the caller, the LCD on the remote control will not show the same information. Information data transmitted by remote will be shown on game caller LCD**

SINGLE/DUAL SPEAKER: The Nite Stalker features twin Hi/Fi speakers for increased volume and high performance sound clarity. This game caller is the only unit on the market that offers remote controlled selectable speakers. This key will allow you to play your sound selection through one speaker or both speakers instantly. The icon on the LCD will denote how many speakers are in use. (1 or 2) Simply press the key once to select the opposite. Use of both speakers at the same time will greatly reduce operating time. **If you use the key pad(s) on the game caller to operate the functions of the caller, the LCD on the remote control will not show the same information. Information data transmitted by remote will be shown on game caller LCD**

LOADING SOUNDS & DOWNLOADING

The Nite Stalker MP3 game caller is the most state of the art calling system available today. This caller offers you the flexibility of its huge 2 GB memory which will store **400** sounds and also allows you the ability to add & remove sounds from its hard drive as you wish. The Nite Stalker has a 2 GB hard drive that can be linked to your home personal computer via the #565 USB Cord and allow you to save the pre-loaded sounds to your hard drive. You will need a personal computer with Windows 98 or newer. **If your Windows 98 does not recognize the Nite Stalker game caller, log on to www.western-rivers.com and go to the Support Link to download the Nite Stalker driver for the unit for free)**

To activate this procedure you will need to connect the USB cord to your computer, power on your Nite Stalker game caller, open auxiliary cover located on front of the game caller, then insert USB cord into

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Nite Stalker USB port. A successful USB connection will display the USB Icon on the Nite Stalker game caller LCD. Once this is done go to the "My Computer" icon on your personal computer main screen & click on it. The Nite Stalker game caller should be recognized as a removable drive. Click on this drive & it should display the sounds stored on the game caller. **NOTE: At this time we recommend that you save all the sounds on the game caller to your personal computer before proceeding** This can be done by selecting "EDIT" from the tool bar and then clicking "SELECT ALL". Once this is completed choose the file location in which you wish to save them. After you have stored your sounds successfully then you are ready to update the sounds on the Nite Stalkers hard drive to load any sound that you may wish. **Note: Any sound loaded onto the unit must be formatted to .mp3 or .wav before the game caller will recognize it.** Simply locate the sound that you wish to load on to the Nite Stalker and right click on the computer mouse. You should see a "Send or Send To" option. Click on this option and send the sound desired to the designated drive that represents the Nite Stalker on your computer. The game caller has 2 GB of memory which allows for approximately 2000 minutes of recorded .mp3 & .wav sounds. Your options are limited only to your imagination. Remember to save the pre-selected sounds that came with your unit to your personal computer prior to erasing any of the sounds.

NOTE: You cannot unplug the USB cord from the personal computer or the Nite Stalker without ejecting the unit first. This can be done by selecting the "My Computer" option on your desk top and then choosing the appropriate "removable drive" that symbolizes the Nite Stalker unit. Next step is to right click on the mouse and box should drop down. Select the "Eject" option. You should then be advised that it is safe to remove or unplug the Nite Stalker at this time.

UPLOADING PLAYLIST TO REMOTE CONTROL: To update the remote control play list with the new selection that you have added or deleted from the game caller, simply turn on or leave the power on the game caller after the selection update and power on the remote control. Plug the uplink auxiliary cord into the game caller and then into the remote. The update should automatically start. The LCD will prompt you when the task has been completed.

SOUND SELECTION REPEAT/LOOP: All sounds will automatically repeat/loop at the end and start over without hesitation.

USB PORT: The USB port is located behind the auxiliary port cover on front of game caller. This port will allow you to connect your game caller to any personal computer that contains a USB port to load or remove any sound that you may wish. The Nite Stalker has to be in the **POWER ON** status before you can connect to your personal computer (USB cable supplied with game caller)

REMOTE CONTROL UPLINK PORT: This port is for allowing the uploading of data (play list) from the game caller to the remote control. (Uplink cable supplied with game caller)

DECOY POWER PORT: Provides an on/off power control for any battery powered motion decoy that operates at 12 volts. Power from this power can be controlled with remote control.

AUTO BATTERY POWER PORT: This port is for powering game caller from a 12 volt auxiliary power supply. The #473 auto charger is recommended for this application. If any other charger is used

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it may cause damage to the unit & will void your warranty.

EXTREME CLIMATE CONDITIONS & OPERATION CONDITIONS

Your new Western Rivers Nite Stalker MP3 Game Caller is designed to withstand most rugged Field Use conditions. However, we highly recommend that you never leave your unit in a place where the temperature exceeds 110 degrees for a prolonged period of time as this may cause damage to your unit. When using your Nite Stalker Game Caller in extreme cold weather conditions, place some form of warming device around the unit to achieve normal operation conditions. Place remote control unit close to your body as to keep the remote warm as well. Notes: The Nite Stalker is designed to operate outdoors at operation conditions of -13°F to 110°F in most all weather conditions. However, extreme conditions in the climate can alter the operation conditions of the unit and the above may vary pending the extremity of your outdoor use. You may experience shorter remote control distances, decreased operational time, slower key pad response & minimum sound variances pending your conditions. Altitude, weather & foliage are major factors in the remote range. Any visual obstructions between the remote and the Nite Stalker unit can decrease the operational range of the unit. The yardage range quote is based on ideal operational conditions in a line of sight situation at a temperature of 70 degrees with a fully charged battery in the unit & a new battery in the remote. Other conditions may cause the results to vary. Use of the Nite Stalker Carry Case (Model #623) will keep the unit warm in cold weather climate conditions.

BATTERY MAINTENANCE

NITE STALKER UNIT: The Nite Stalker is designed to operate on 8 AA alkaline batteries. The LCD on the game caller will denote the level of the batteries. It is best to replace the batteries as the LCD graph bar displays 50% battery level. This will assure you that you have optimal battery level to make the hunt successful. **Batteries must be removed from game caller when not in use. Failure to the game caller caused by defective batteries will void your lifetime warranty.**

OPERATION TIME for the unit may yield 8 -12 hours of use pending the temperature conditions when in use. Extreme cold & hot temperatures will greatly decrease operation times. It is best to always carry an extra battery pack with you. These are available at Western Rivers, Inc. 1-800-967-0998

REMOTE CONTROL: To change the battery in the remote control, simply pull outward on the lower back part of the remote. Battery is a nine (9) volt alkaline. Battery should be changed at the beginning of each season. If you notice that the range of your remote has decreased it is suggested that you replace the battery at this time. **Batteries must be removed from game caller when not in use. Failure to the game caller caused by defective batteries will void your lifetime warranty**

NOTE: Should you leave your Nite Stalker remote on for ten (10) minutes without use, the remote will automatically turn off. The normal operating battery life for the Nite Stalker remote is approximately 100 - 200 hours. This time may decrease depending on the temperature and the quality of batteries you have purchased. Always take a spare battery with you on the hunt.

BACKLIGHT (LCD): The backlight on the LCD will turn off automatically after 5 second of on time without being used. Any touch of the key will cause the LCD backlight to re-illuminate.

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P.C. OPERATING SYSTEMS REQUIRED

Your P.C. must be Windows 98 SE or newer to recognize the Predation. If you have a P.C. that contains Windows 98, you can obtain a driver to allow the P.C. to recognize the unit from www.western-rivers.com under the "Support" option.

OPERATIONS

Once you have charged the unit & familiarized yourself with all the features, then it is time for the field test. Place the unit out in an outdoor setting and position the unit in a desired location that is natural to the area for the type of calling that you are attempting. Check the volume settings, selected sounds, direction of speaker & step off various distances to check to unit vs. your own abilities of sight & hearing. Run different tests from sound selection, pause-play to volume levels to better understand the unit. After this is done start scouting different area for signs and try your unit in the field. Remember that the more sets that you make in a day the more opportunity that you will have to take your desired game. (Not necessary when whitetail hunting)

DOWNLOADING FROM WEBSITE

To download sounds from our website you must log on-line to www.western-rivers.com and select the Game Call category. Proceed to the sub category Authentic Wildlife Recordings and select the Authentic MP 3 Downloads. Select any sound at this point that you may wish & choose the download option.

PLEASE BROWSE THE OTHER AREAS OF OUR WEBSITE TO LOCATE VARIOUS ACCESSORIES FOR YOUR NEW UNIT AS WELL HUNDREDS OF OTHER HIGH QUALITY HUNTING EQUIPMENT & SUPPLIES!

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CUSTOMER WARRANTY

1. Western Rivers, Inc guarantees the satisfactory operation of our Nite Stalker Game Caller for a lifetime. If one should ever fail to operate, we will repair or replace it at no cost.

Upon inspection of the Nite Stalker, Western Rivers, Inc will either repair or replace any unit or part found to be defective. The decision to repair or replace material is solely at our discretion. If product is obsolete and beyond repair at the time of return, we will replace it with the closest similar product available.

Western Rivers, Inc is not responsible for incoming freight charges. Components damaged by any use of the product other than for its intended function, or by the owner's failure to maintain the unit in the manner and frequency prescribed by the instructions supplied at the time of purchase are not covered. Repair or replacement costs associated with such issues of the product will be based on Western Rivers, Inc net prices at the time of the work performed.

Western Rivers, Inc will not be held responsible, or assume any liability, for product damaged in transit, caused by acts of God; rework or repairs performed on product without our prior, written consent; damage to associated equipment; loss of profit; or any other damages and claims.

EXCEPTIONS

Battery Holder

1 Year

Unit is not warranted for defects or damages incurred from the leakage of batteries. If the cause of damage or defect is determined to have been caused by battery leakage, the lifetime warranty is voided. If unit is submerged underwater warranty will be voided. All repairs will be billed at Western Rivers, Inc net prices for labor and repair items.

Batteries must be removed when unit is stored and not in use.

TO ACTIVATE A WARRANTY

Complete the warranty card and mail it to

Western Rivers, Inc

P. O. Box 1246

Lexington, Tennessee 38351

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(1) Should a malfunction occur, first check to see that some simple, obvious, or routine step in the normal operating procedure has not been overlooked – remote battery, main unit battery, sounds loaded properly, etc.

(2) Should a malfunction be present, call or write us requesting authorization to return the unit to us. Please include the following information with your request:

Model Number

Serial Number

Date of Purchase

Symptoms of malfunction

(3) Upon receipt of your request, Western Rivers, Inc will issue a Return Material Authorization (RMA). This is your authorization to return material to us.

(4) Upon receipt of our written RMA form, ship the inoperative material pre-paid to:

WESTERN RIVERS, INC, 1582 NORTH BROAD STREET,
LEXINGTON, TENNESSEE 38351

(5) Follow all RMA Instructions carefully. Failure to comply with the instructions on the form may cause damage to the product and void your warranty. In all cases, your warranty is immediately void if equipment is returned to the factory with a battery installed inside the unit.

(6) Clearly mark our RMA number on the outside of the carton(s). Enclose a copy of the RMA with the equipment.

Returned material will not be accepted unless a valid RMA number is clearly visible on the outside of all packaging

NOTE:

The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user 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.

TO ACTIVATE A WARRANTY

Complete the warranty card and mail it to
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P. O. Box 1246
Lexington, Tennessee 38351

You MUST mail your warranty along with Original Proof of Purchase receipt 90
days within receiving your call Failure to mail your warranty to WesterRivers for registration
will void your warranty.

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Warranty Registration

Name: *

Address: *

City: *

State: *

Zip Code: *

Model #: *

Serial #: *

Purchase Date: *

Purchased From: *