

Deadbone User Guide

1. Overview

Congratulations on your purchase of the Deadbone electronic game call! To avoid personal injury and product damage, be sure to read all operating instructions before operating.

The Deadbone features the following 15 high-quality FOXPRO sounds (note: these sounds cannot be changed):

1.	Coyote Locator	9.	Snowshoe Hare
2.	Female Coyote Howls	10.	Baby Cottontail
3.	Female Coyote Challenge	11.	Woodpecker
4.	Coyote Pair	12.	Nuthatch
5.	Coyote Pup Distress	13.	Crow Fight
6.	Platinum Grey Fox Pup	14.	Fawn Distress
7.	Jackrabbit	15.	Vole Squeaks
8.	Cottontail		

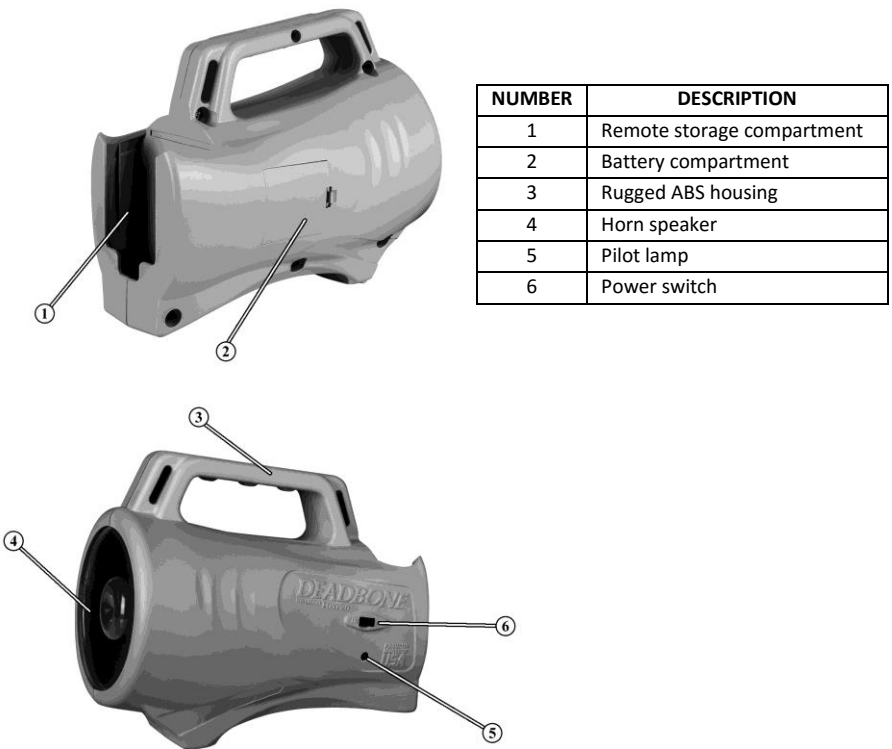


Figure 1 Deadbone Game Call

Figure 2 Deadbone Transmitter



NUMBER	DESCRIPTION
1	LED
2	Power button
3	Volume up
4	Sound selection buttons
5	Lanyard loop
6	Volume down
7	Mute
8	Add button
9	Telescopic antenna

2. General Setup

The Deadbone and Deadbone transmitter are both sent from the factory without batteries. The first step in getting set up is to install batteries in each device. The Deadbone requires 4 AA batteries. The batteries fit into a holder located in the side-

compartment on the Deadbone. Remove the battery compartment door and insert the 4 AA batteries into the holder while observing correct polarity. Before placing the battery holder back into the Deadbone, make sure the power wire is connected to the holder. Remove the transmitter from the back of the Deadbone by sliding it out of its storage compartment. The transmitter requires a single 9V battery. To install the 9V battery, remove the battery door from the rear of the transmitter, connect the battery to the battery connector, and then replace the door.

3. Operation

Turning on the Deadbone

Turn on the Deadbone by moving the power switch to the “on” position. You will observe the green power indicator illuminating when turned on. If the batteries are getting low, the indicator will begin to blink.

Turning on the Deadbone Transmitter

Turn on the Deadbone transmitter by holding down the power button for about 1-2 seconds. The indicator on the transmitter will illuminate green. When the transmitter battery begins to get low, the green indicator will flash.

Playing a Sound

To play a sound, push one of the 15 sound selector buttons a single time. To increase the volume, use the volume up button (to decrease, use volume down). There are 20 volume steps available. The transmitter does not indicate what volume step you are at during operation, however, when you reach the maximum high or low volume setting, the LED will turn blue to indicate that it cannot go higher or lower. To switch to a different sound, push one of the other sound selector buttons. When a sound is playing, it will continue to loop that sound until you either mute it or switch to a different sound.

Mute Control

To mute the sound, push the mute button a single time. When muted, the indicator on the transmitter will illuminate red. To un-mute the sound, push the mute button again and the indicator returns to green.

Playing Two Sounds Simultaneously

Start playing a sound as described previously. Next, push the add button a single time. The indicator switches to an amber color to indicate that it is waiting for you to select the second sound. Push one of the sound selector buttons to activate the second sound. Notice that the indicator returns to green and both sounds will now be playing. When using the mute button while two sounds are playing, be aware that both sounds will mute simultaneously. When you adjust the volume, the volume for both sounds is adjusted simultaneously. To change the second sound, push the add button (indicator turns amber) and then push a different sound selector button. If you have accidentally pushed the add button, just push it a second time to cancel out of that mode. Be aware that if the indicator is green and you push a sound selector button, it will change the original sound and cancel out the second sound at the same time.

4. FCC & Industry Canada Information

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

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 of this device. Modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment under FCC rules.

Note: Units exported beyond the boundaries of North America are not FCC certified. FOXPRO Inc. makes every attempt at complying with regional regulations governing radio spectrum. However, it is the user's responsibility to ensure compliance with local laws and ordinances that govern the use of radio controlled devices in the area of operation.

Industry Canada Notice

This device complies with Industry Canada license-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesirable operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicable aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de

brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

5. Warranty Statement

Your FOXPRO® game call is warranted to be free from defects in materials and workmanship that diminish its usefulness for a period of one year from the date of purchase, if the item was purchased from a FOXPRO Authorized Retailer (see <http://www.gofoxpro.com> for complete list). Return the unit prepaid and packaged securely along with proof of purchase to FOXPRO. Include a note describing the defect or problem. This limited warranty is void if the unit is physically damaged, used in a manner contrary to intended use, or otherwise abused, either intentionally or unintentionally. Also specifically excluded are batteries and water damage. Examples of non-warranty issues: product ceases to work after exposure to water (in the form of any precipitation), moisture, or other elemental forces; product is physically damaged from dropping, running over with any vehicle, falling from any surface and impacting with the ground, gunshot, misuse, neglect, abuse, animal attack; product ceases to work as a result of battery leakage, battery damage, overpowering, and incorrect installation of batteries.

This manual, the animal sounds stored in your caller, and animal sounds purchased from FOXPRO® Inc. for installation in your caller are protected by copyright.

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