



## Super Revolt #20021-6 v23

Thank you for purchasing the Super Revolt electronic call. To see more Lucky Duck™ products please visit your local Sporting Goods dealer or online at [www.luckyduck.com](http://www.luckyduck.com).

**Directions for use:** Unpack the box and make sure all parts are present.

- 1 – Super Revolt Electronic Call
- 1 – LD3XR Super Revolt Remote Control
- 1 – SD Card (installed)
- 1 – Tripod, Decoy and Antenna
- 1 – Rechargeable Battery and Charger

**Battery Installation:** The call includes a 12 volt 3,700 mAH lithium ion battery and charger. The battery compartment is located on the back of the call. Simply remove the battery cover, plug the battery into the call, set the battery in the battery compartment and replace the battery cover. The remote control uses 3AA batteries (not included). Remove the battery cover on the back of the remote control and install the batteries.

**Antenna:** The antenna will either be in the box or installed on the call. If the antenna is in the box, simply locate the antenna port on the back left of the caller and screw the antenna onto the caller.

**Decoy:** The decoy will either be in the box or stored on the side of the call. Insert the decoy into the hole on the top of the handle. Make sure to align the groove on the decoy with the slot on the decoy joint located in the handle. A strong magnet holds the decoy in place. The decoy can be stored on the left side of the call.

**Tripod Base:** Install the tripod base on the bottom of the Super Revolt. The tripod base allows the caller to rotate to broadcast sound. Make sure to align the groove on the bottom of the Super Revolt with the slot on the tripod stand. A strong magnet holds the tripod to the caller. The tripod base can be disassembled to adapt to most standard camera tripods or any other base system that utilizes a 1/4 20 thread. This may be helpful if you want to elevate the call depending on the hunting terrain.

**Electronic Call Operation:** Slide the power switch on the electronic call to the “on” position. A red LED light on the back of the call will illuminate when the power is on. Hold down the power button on the remote control. The remote will turn on. The remote screen will display “Finding Caller”, “Waiting”, “Communication OK” while it searches for the caller. Once connected to the caller the remote screen will be displayed. On the second line of the home screen it should have an SD icon confirming the remote and caller are connected and in sync. DO NOT PRESS ANY BUTTONS WHEN REMOTE IS SEARCHING FOR THE CALLER.

**Reboot:** A reboot function is available to resync the remote and call if the connection between the two is lost while hunting or the sound files are not displayed correctly. Simply press and hold the “auxiliary” button to reboot the remote and resync. The remote screen should turn blue and go through the “Finding Caller”, “Waiting”, “Communication OK” process as described in the Electronic Call Operation section above. DO NOT PRESS ANY BUTTONS WHEN REMOTE IS SEARCHING FOR THE CALLER.

### Remote Control Operation:

**Sound Selection –** Use the up/down arrows to highlight the folder you want to select. Press the play/pause button to select the folder. Use the up/down arrows to highlight the sound you want to play. Press the play/pause button to play the sound. Holding the up/down arrows down for 1 second will cycle through the folders/sounds faster.

**Play Two Sounds At Once –** Pressing the “S” button on the bottom of the remote will cycle between Sound 1 (S1) channel and Sound 2 (S2) channel. S1 or S2 will be displayed on the second line from the top of the remote screen. This indicates which sound channel is being controlled when using the remote buttons. To play two sounds at once, first select a sound to play. Once a sound is playing press the “S” button and S2 will be displayed. Then select a different sound to play. Now two sounds are playing at once. There are two speaker icons on the second line from the top of the remote screen that indicate which channels are playing sounds. Note sounds using different sampling rates cannot be played together.

**Volume Selection** – Use the vol- and vol+ buttons to lower or increase the volume level. The volume level ranges from 1 to 32. Holding the vol- or vol+ buttons for 1 second will raise or lower the volume level quickly.

**Back Button** – The back button is used to go from the sound list back to the folder list.

**Recall Button** – The recall button will play the previous sound.

**Stop All Button** – Tap the power button to stop all sounds and movement.

**Display Screen** – The remote display screen includes information on the top 2 lines as well as the bottom line.

Top Line (Left to Right)

- Stand timer which starts from zero when the remote is turned on
- Volume level from 1 – 32
- Remote control battery level indicator

Second Line (Left to Right): Each icon will be highlighted when in use

- AUX indicates if the auxiliary function is turned on
- S1/S2 indicates which sound channel is selected
- SD indicates if the SD card is installed and synced to the remote
- Signal indicates the strength of the signal between the remote and caller
- Speaker indicates if a sound is being played

Bottom Line: Shows which brightness mode is selected

**Remote Screen Brightness:** The Super Revolt features 3 different screen modes to adjust brightness depending on the outside light level. Simply press and hold one of the three scan buttons to change the mode. The top scan button is for “Day” mode, the middle scan button is for “Dawn/Dusk” mode and the bottom scan button is for “Night” mode. Hold the “Back” button down for 3 seconds. Then use the volume +/- buttons to adjust the brightness.

**Remote Control Distance:** The Super Revolt utilizes industry leading remote technology which does not require a line of site between the remote and the caller up to at least 100 yards. Depending on conditions, remote distance may be significantly greater than 100 yards.

#### **Scan Operation:**

**Top/Bottom Scan Buttons** – Press either button to rotate the call left or right. Press the button again to stop the call.

**Middle Scan Button** – Press this button to cover 180 degrees. The call will rotate 90 degrees to the left, 180 degrees to the right, and back 90 degrees to the left which will be the approximate starting position. If you need to stop the call while rotating, simply press the scan button again.

The scan buttons are a great way to broadcast sound to a large area. The Super Revolt has a powerful 30 watt/30 amp speaker system and is designed to extend sound long distances in multiple directions. Using the scan function will broadcast sound to a large area calling in predators from a greater distance than most calls.

**Favorite Buttons:** F1-F3 are designed to store your three favorite sounds for quick access when hunting. Press the F1 through F3 button once to play the programmed sound at the predefined volume level.

**Program F1 through 3** – Simply highlight the sound you want to program as a favorite and adjust the volume to your preferred level. Hold down the corresponding F1 through F3 button. The highlighted sound will flash on the display screen confirming the programming is complete. IF THE F1 BUTTON WILL NOT PROGRAM, TRY PROGRAMMING F2, or F3 FIRST AND THEN PROGRAM F1.

**Gain Control:** The Super Revolt is a four stage gain control function. The gain on this caller has four settings (1-4). One being the lowest and four being the highest (loudest). Whenever the caller is turned on it is set to gain level of “3”. By adjusting the gain, you are able to control the power running through the amp. You will notice a difference in the volume of the call between level 1 and level 4. Certain sound frequencies sound much better at a high gain where others sound better at a low gain. Knowing you may be adding your own sounds to this caller, adjusting the gain may be useful depending on the sound being played since each sound recording is different. Adjusting the gain may also be useful depending on the hunting situation. For example, turning the gain to level 4 in strong wind conditions may be beneficial even if the sound quality is reduced (i.e. distortion).

**Adjust Gain** – Press the G key to cycle through the gain levels. The gain level will display on the display screen.

**Auxiliary Function:** The Super Revolt is designed with an auxiliary function which allows a separate decoy to be controlled remotely by connecting a compatible decoy (not included) to the back of the caller using a 3.5mm cord (not included). Simply plug one end of the 3.5mm cord into a compatible decoy and the other end into the auxiliary port on the back of the caller. Turn on the compatible decoy and the caller/remote. The auxiliary button "AUX" on the remote will now turn the compatible decoy on and off. The AUX icon on the top of the display screen will be highlighted when it is used.

**Sound Management:** The Super Revolt comes preloaded with 200 live animal sounds organized in 19 folders for quick access. These sounds have been professionally recorded by The Verminator, Rick Paillet. We firmly believe this is the best sound library on the market. The 200 preloaded sounds have the extension .LD. They will only play on Lucky Duck electronic calls. **Any reproduction of these sounds is strictly prohibited.** Check out [www.luckyduck.com](http://www.luckyduck.com) for additional sounds to purchase.

**Add/Remove Sounds: Use of a computer with Windows Operating System is strongly recommended.** The Super Revolt features an industry leading wireless 2 way communication system between the remote and caller. This makes syncing the caller to the remote extremely easy.

1. Locate the SD card on the back of the call under the black cover. Press the SD sound card in to eject the sound card and remove the SD sound card from the back of the caller
2. Add or remove the folders and sounds on the SD sound card using your computer. View the files just like you would view files on a standard camera sd card.
3. Reinstall the SD sound card into the caller (top side or label side of the SD card should face the left side of the caller when reinstalling).
4. Turn on the caller and the remote control and let them synchronize with each other. The screen will show "Updating" after sound files have been changed or moved. Most syncs will take 5-30 seconds. The call and remote will only synchronize when there are changes on the SD card. As stated in the "Electronic Call Operation" section, the remote screen will then display "Finding Caller", "Waiting", "Communication OK" while it searches for the caller. Once connected to the caller the remote screen will be displayed. DO NOT PRESS ANY BUTTONS WHEN REMOTE IS SEARCHING FOR THE CALLER.

It is important to note the maximum number of sounds are 2,000 and the maximum number of folders are 32. There can only be one level of folders. You cannot create a folder within a folder. The file names can be as long as you would like but the display screen will only show the first 20 characters. The caller will play .LD, and .mp3 files.

**Charging:** The Super Revolt comes standard with a 12 volt, 3,700 mAH lithium ion battery pack. The charging system is not to be used with any other types of battery packs or chargers. Use of any other battery packs or chargers voids all warranties.

### **To Recharge the 12 Volt Lithium Ion Battery (two methods)**

#### **Caller Port:**

1. Simply plug your charger into the charging port located on the back of the call. It should be the middle port under the black cover.
2. Plug the charger into an 110V wall outlet. The LED light on the charger will turn red when charging and green when fully charged. It should take 4 hours to recharge a battery.

#### **Battery Directly:**

1. Remove the battery from the caller and unplug the battery connector.
2. Use the adapter to connect the charger to the battery.
3. Plug the charger into an 110V wall outlet. The LED light on the charger will turn red when charging and green when fully charged. It should take 4 hours to recharge a battery.

### **Care and Maintenance**

1. The Super Revolt is not waterproof. Take caution to keep rain and snow away from the caller and remote. If the caller or remote becomes wet make sure to dry it off/out.
2. There is a small drain on batteries even when the power is off. It is recommended to remove the batteries from the remote and disconnect the battery pack from the caller between hunts to extend battery life.
3. The caller has a remote control storage adapter located on the back of the caller. Insert the remote clip into the storage adapter. Do not transport the remote in the storage adapter as the remote may come unattached.

### Troubleshooting:

1. If the caller or remote does not seem to be operating properly or the sync function does not seem to be working after changes have been made to the SD sound card, turn the caller and remote off and remove the batteries from each unit. Reinstall the batteries and turn the remote and caller back on as described in the operations section.
2. A reboot function is available to resync the remote and call if the connection between the two is lost while hunting or the sound files are not displayed correctly. Simply press and hold the "auxiliary" button to reboot the remote and resync. The remote screen should turn blue and go through the "Finding Caller" "Waiting" proces as described in the Electronic Call Operation section above. DO NOT PRESS ANY BUTTONS WHEN REMOTE IS SEARCHING FOR THE CALLER.

**Lucky Duck™ warrants this product against all manufacturing defects for a period of 1 year from date of purchase. Proof of purchase is required. Abuse of the product (water damage, dropped, mistreatment etc.) is not covered. Please return and exchange the defective unit to the store where you purchased the product. If the store will not accept the return, please email or call customer service at [customerservice@luckyduck.com](mailto:customerservice@luckyduck.com) or 715-338-3183.**



### The Super Revolt Remote Layout



**FCC Warning statement:**

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.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

**FCC RF exposure statement:**

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.