RPS EXTREME
RECORD-PLAY-SHOOT

Field Game Call Recording and Call Management

Chapter I - Intro

Package Contents:
Base Unit
Remote Control
USB Cable
SD Memory Card
Documentation/User Manual

REMOTE CONTROL

ANTENNA

REMOTE POWER
MICROPHONE
POWER ON

CONNECTION PORT
SD CARD

LED INDICATOR

BASE UNIT

BATTERY COMPARTMENT (UNDERSIDE)

What You'll Need
Small Phillips screwdriver, 4 AA batteries, 3 AAA batteries.
Optional
Computer device with Internet service and USB or SD port.
Earphones for private call preview.
Audio cable to external speaker or audio driven decoy.

### 1. Set-Up and Connection: Base Unit and Remote
Install Batteries: Open the battery compartment on the bottom of the base unit with a small Philips head screw driver and insert 4 AA batteries.
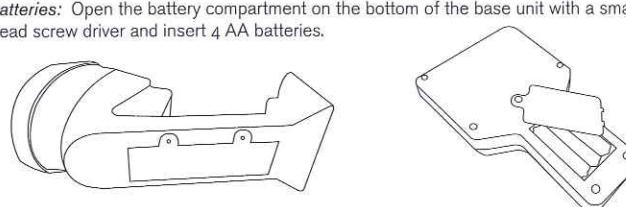
Open the battery door on the back of the remote control unit/transmitter (also Phillips) and insert 3 AAA batteries.

2. Insert SD Card

Open the Connection Port door by pushing down on the release tab.
Lift and fold the door down for access.
Insert SD card label side up into the slot and push it gently in until it clicks.
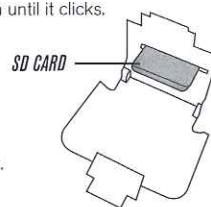
SD CARD

To remove SD card - Press in again and the card will pop out.

3.Turn On/Sync Up

When you use your record-Play-Shoot, you need to sync up the two units.

First dock the Remote into the Base Unit. Press down on latch at the rear of base unit for dock and release.
Turn both units on using the switches on the right hand side of each.
The LED status light will go on.*

        Normal ON = Solid Red
        Requires Syncing = Flashing Green
        Base Battery Weak = Slow Red Flashing

For all codes see Quick Reference in Chapter IV

Syncing happens automatically and screen indicates when completed - by telling you it is OK to remove the Remote.

The Home screen will appear and cycle through status reports for battery strength, memory, number of files used/available and indicates whether SD card is installed or not – until a key is pressed.

REMOTE CONTROL SCREEN —

```
RECORD-A-CALL
SYNC CONNECTION
<---->---------->
DO NOT REMOVE
```

Note: *This happens very quickly with small amounts of data and more slowly for transferring larger amounts of data.*

All operations can work with remote seated in base unit or separately except for synchronization.

4. Select a Sound

Press SOUNDS key on the remote
Screen will show 4 ways to locate files
Move cursor with Up/Down arrows
Press SELECT to choose Sound Files

```
>SOUND FILE
FOLDER
PLAYLIST
RECENT
```
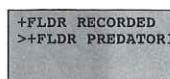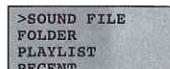
Screen will show the folders on the SD card plus the Preditor1 folder followed by any audio files on the SD card not saved within a folder. The unit does not show or play sounds in sub-folders. Folders are created automatically on the SD card to save your sounds when using the RPS recording function.

```
+FLDR RECORDED
>+FLDR PREDATOR1
```

Move the cursor using the up/down arrows and press SELECT key to open a folder. The audio files in that folder will be displayed alphabetically. The Predator1 folder contains 10 sound files plus a silence file that can be used in creating a playlist. The Predator1 folder cannot be modified or deleted.

```
>ADULT CAT
BABYCROW
BetaMale
cottontail     V
```
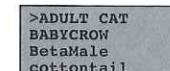
Arrows appear in the right top corner and right bottom corner when more information is available by scrolling up or down. Move the cursor using the up/down arrows to locate the desired sound.

```
ADULT CAT
>BABYCROW
BetaMale
cottontail     V
```

```
ADULT CAT
BABYCROW
BetaMale
>cottontail    V
```

```
BABYCROW       ^
BetaMale
cottontail
>FAWN          V
```
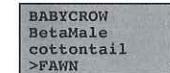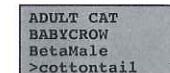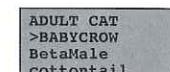
5. To PLAY a Sound

Press PLAY to play once, or SELECT for Repeat Option. (Note: for private listening you can use the earphone jack located in the connection port) *see Chapter II.*

To hear the sound once, press PLAY.

```
NOW PLAYING
FAWN
```

To automatically repeat the sound file, press SELECT. Use the Up/Down arrows to change the number of repeated plays (up to 99)

```
REPEAT FILE
FAWN
>PLAY 2 TIMES
```
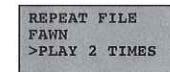
The Sound file name will flash and the repeat number counts down (2 seconds of silence in between).

```
NOW PLAYING
FAWN   2X
```

Press PAUSE to stop, PAUSE again to keep playing.
Press PLAY to restart from beginning.

At the end of the repeat playback the screen will revert to READY TO PLAY. You can also cue up the next sound while one is playing. Important note: RPS plays only MP3 audio files and files recorded on an RPS device. Selecting and playing other audio files, such as .WAV will result in loud level static.

Instructions for using Folders, Playlists and Favorites can be found in Chapter III.

Chapter II: Connecting to Computer with SD Card or USB cable

Open the Connection Port by pushing down on the release tab.
Lift and fold the door down for access.
The Connection Port includes connections for the SD Card, USB and the audio output jack.
Important note: RPS plays only MP3 audio files and files recorded on an RPS device.
Selecting and playing other audio files, such as .WAV will result in loud level static.

If Your Computer has a Slot for an SD Card

Remove SD card by pressing gently in. Card will pop out. Insert SD card into computer device.
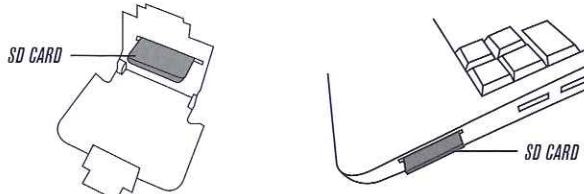
SD CARD

SD CARD

On most computers the SD card will appear on the screen as a removable disk and can be accessed in the same way.
Just drag and drop folders or individual sound files to the SD memory card.
Tip: Since it is easier to label files on a computer, now is a good time to think about how you might use
the FOLDER feature in the field and organize accordingly.
When you have completed downloading to the SD card, replace it in the SD port in the base unit.
Attach the Remote to the Base Unit and sync up again.
Your RPS is now fully operational.

OR via USB

Attach small end of USB cable to the USB Connection in the RPS Connection Port.
Attach large end of USB cable to your computer.

RPS USB CONNECTION PORT
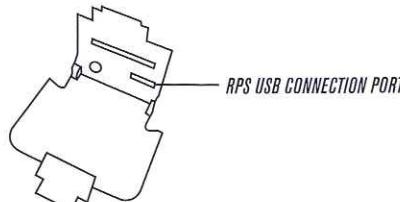
On your Remote screen you will get confirmation when a USB connection is made (PC or MAC). All other functions are disabled
while this connection is live. The RPS will appear on most computers as a removable disk or other storage device.

LED flashes during data transfer:
The RPS SD card now shows up on your computer as a removable disk or storage device. Drag and drop, delete or rename files
on the SD card using your computer. When completed, disconnect the USB cabel per your computer's normal method. Reconnect
the Remote to the Base to sync.

Free Credits for Game Call Swap

In addition to the calls provided with your RPS and your own recorded calls,
you can also buy/sell/swap a wide variety of calls at www.gamecallswap.com

Log into www.gamecallswap.com and register as a buyer and go to the RPS registration page. After you register your RPS by
providing the serial number (Press MENU select INFORMATION and ABOUT to see Serial Number) you will receive an email
with your coupon code valid for $40 of sounds. Buy any 20 Casscreeksounds or EDWC files, a $40.00 value.

More information about the selection, registration and downloading files is available at www.casscreek.com/rps

Preview as many calls as you like then move selections to the shopping cart. At checkout type in your owner
code and your free credits will be applied. Expand your call library - and even sell your own recorded calls.

Chapter III. In the field: Playback and Recording

Playback a FOLDER

Press SOUNDS to see the options.

```
SOUND FILE
>FOLDER
PLAYLISTS
RECENT
```

Indicate Folder with the Up/Down arrows – Press SELECT.
Choose Folder desired with the Up/Down arrows – Press SELECT. To go back a screen press UNDO.
Press PLAY and the entire folder will play all the
files in order. In addition, the repeat function can
be used for both the entire folder and one or more
specific files within the folder. Select the folder or file
and set the repeat number as described for sound
play. Then press PLAY and the folder will play with
the sounds repeating as designated.

```
+FLDR PREDIT 3X
 ADULTCAT
 BABYCROW      2
 BetaMale
```

To PLAY a Sound from RECENT

Your RPS stores the last 10 sounds you have played in memory. Select RECENT from the main SOUNDS menu to view the last
played files, listed alphabetically. Move the cursor and press PLAY to hear the selected sound. This list is saved in temporary
scratchpad memory and will be erased after you change anything on the SD card.

PLAYLIST
Creating the PLAYLIST

When you get to your hunting location you may want to select just a few calls in a specific order for use
during the day rather than going through all your stored sounds each time.
For this you can use the PLAYLIST function.

The PLAYLIST can include up to 36 file names, which will be stored in scratchpad memory in your remote. The playlist is saved
during your hunting session even if you stop for lunch, put the remote back in the base or turn it off.

The list will be erased after you create a new playlist or the first time you sync up after making a change on the SD card with your
computer. The sounds still exist in their original form on the SD card.

Access CREATE PLAYLIST via the MENU key on remote.
Press SELECT and you will enter the NEW PLAYLIST menu.

Options are:
ADDFILE TO LIST
EXIT W/O SAVE*

*This will take you back to the MENU screen without creating a new PLAYLIST
and will protect you from erasing an existing list.

Add/Repeat Files to PLAYLIST

Select ADDFILE and you will be taken to the SOUNDS menu.

Use UP/DOWN to choose a sound for the playlist.
This time when you press SELECT the sound will be added to the end of the PLAYLIST and you will be bounced back to the PLAYLIST menu.

Here you can review the list with the UP/DOWN arrows or select REPEAT to schedule a repeat of the new file (up to 99x) or ADDFILE to add another sound.

SILENCE Option

For pacing your calls you may want to add silence – Silence is included in the Predator 1 folder (silence5sec). It can be repeated just like any other sound.

When you are done creating your playlist SELECT - SAVE LIST & EXIT.

Screen will confirm that list is saved.
When you play the PLAYLIST it will playback all the sounds in the order that you selected them. You can manually stop the playlist by pressing pause/play.

RECORDING

The RPS is designed for recording your own sounds in the field.
There is a built-in microphone in the Base Unit.

To prepare for recording make sure that the SD card is in place.
The Remote screen will flash a warning if there is no SD card.
You can record with or without the Remote attached to the Base Unit, and with the Base Unit in either an upright or vertical position.
Pick a clear unobstructed location to get the cleanest recording.
Do a couple of test recordings to check for ambient noises that might interfere.
On Remote - Press RECORD to activate record capability
Press SELECT to start recording
The word RECORDING flashes (LED on side of unit also flashes)
and shows you the recording time in seconds
Press SELECT again to stop recording.

Note: There is a slight delay from pressing RECORD on the Remote until the Base Unit begins actual recording.
You can record up to 36 files of up to 15 seconds each.

PLAY/RE-RECORD or SAVE

When you press PLAY the filename RECFILE## (01, 02 and so on) appears, the sound plays and shows the time counting down.
You may want to use your earphones for silent previewing.

At this point you will be given the option
to SAVE the new recording;
PLAY it again or RE-RECORD.

```
RECFILEXXX
>PLAY
RE-RECORD
SAVE
```

If you don't like the recording you just made, press RE-RECORD and record again over the previous recording. If you are happy with the sound, select SAVE (UP/DOWN; SELECT).
Once you have saved a sound it cannot be deleted in the field. It can only be deleted when connected to a computer.
The next screen will give you the option of RECORD ANOTHER or EXIT to return to SOUNDS menu.
Newly recorded sounds can be used right away but not moved to PLAYLIST until you have gone to a computer and assigned them names/folders.

Saving a Field Recording

Take the SD card to your computer and drag and drop the files to your desktop.
This is the place to review and assign file names to reflect content.
You may also want to decide which files to share or swap.

Chapter IV. QR Guides

Quick Reference - Navigating the Remote Control Keypad

Up/Down Arrows – Moves the cursor on the screen up and down Increments numbers for Repeat function.
Select – Used for choosing functions, and moving to next function.
Sounds – Calls up the Sound Files.
Play – Plays a selected sound file.
Pause – Pauses a selected sound file and when pushed a second time continues the sound from where you left off.
Record – Activates record function.
Menu– Calls up backlight, memory, battery status and Add to Playlist as well as short form Instruction reminders.
Undo – Cancels latest selection and takes you back a step.
Vol +/ Vol – Increases/Decreases volume and displays volume level on screen.
Default volume level at start up is 5.
After 3 seconds of without volume activity, screen returns to previous action.
Flashlight – Activates/Deactivates the Red Flashlight.

Quick Reference – LED Indicator

Normal ON	Solid red
Requires sync	Flashing green
Computer connected	Alternating red and green flashing
Base battery weak	Slow red flashing
Recording	Long solid red with short pause
SD card full	Fast flashing red with short pause
No SD card	Flashes green twice and long pause

Quick Reference – MENU Options

The MENU button gives you quick access to a number of functions. Use the Up/Down cursor keys and SELECT to choose the option you want.
1. Backlight ON/OFF – press SELECT to cycle ON/OFF to make the Remote screen easy to read.
2. STATUS – Gives you the opportunity to check status of your SD Card memory used and available as well as battery charge levels.
3. LED Color Codes – On board listing of the color codes listed above.
4. ADD To PLAYLIST – Shows last files of playlist.
5. INFORMATION – On board instruction mini-reference.

Chapter V - Other features and functions

Antenna – Point up in the air for maximum distance, adjust appropriately depending on position of base unit
Placement – The Base Unit Options has a plastic eye on front suitable for attaching a lanyard or other cord for suspending the unit from a tree or blind.

Chapter VI – Maintenance/Troubleshooting/Specifications

Though the product has been ruggedized for outdoor use, please use the same care you typically would use for any portable consumer product. The unit is water resistant but avoid heavy rain, submersion in water, etc.
Don't store or use in extreme temperature of less than -22 degree F (-30 ° C) or more than 175 ° F (80 ° C).

Cleaning

Keep contacts clean and free from direct heat and moisture.
Wipe the outside with moist, clean cloth.
Use ordinary household cleaner if needed.

Batteries/Power

When not in use power down and store in a dry place.
Remove the batteries from both units when not used for an extended time (more than 30 days).
It is a good idea to clean the contacts between base unit and remote before you go into
the field and more often if you are in dirty or damp conditions.
Base Unit automatically shuts off after 2 hours of no use/turn off-turn on to restart.
Remote Control shuts off after 15 minutes of no use.

If the Base Unit/Remote Unit or flashlight won't power up, check batteries.
New batteries will be the most reliable and are preferred for going in the field
whenever weather conditions might be an issue.

Audio File Formats

The RPS plays MP3 audio files. All field recordings are stored in a WAV file format which can be uploaded and played
on most computers.

SD Card

The capacity of the SD slot is up to 32 GB. You may want to have more than one SD cards for back up
or sorting your sounds. As with any computer memory device, store in a dry, cool place.

Antenna range

Up to 100 yards or more depending on strength of batteries, weather and other interference.

Call Customer Support 1.800.891.3660
or go to the website www.casscreek.com for latest information and updates.

Thank you for supporting our products. We welcome your input and suggestions.

Cass Creek RPS – One Year LIMITED WARRANTY

The Cass Creek RPS carries a one (1) year Limited Warranty on materials and workmanship from the date of purchase. To be valid, Register online at www.casscreek.com/registration or contact Cass Creek Customer Service, either via email or telephone and provide the unit serial number within thirty (30) days of purchase. Should you forget to register your RPS, you will be required to show proof of purchase prior to any warranty repair. We recommend that you do this now while you have your receipt.

For the first three (3) months from date of purchase, Cass Creek will repair or replace the unit or defective part at no charge. For the remaining warranty period you will be required to return the item with $ 10.00 check or money order for handling, processing, packaging, shipping & labor. There may be additional charges for non-warranted items. If you have not completed the Warranty Registration process within 30 days of purchase, please include a copy of your dated sales receipt showing the dealer's name, product and purchase price. We will either repair or replace the item in accordance with the Cass Creek Repairs Terms and Conditions and will then return postpaid. This Warranty is limited to the original purchaser only. The warranty does not cover damage caused by dropping, water, normal wear, intentional or unintentional damage, loss or breakage caused by abuse, misuse or accident. The warranty is void if your unit has been altered or unauthorized service work has been attempted.

For service under this Warranty, you must first call for an RMA (Return Merchandise Authorization) number. Explain to the Customer Service Representative the defect. We may be able to correct the problem over the phone without a return.

If it is necessary, return the defective unit postpaid, with the RMA number on the outside of the box. In most cases, the product will be repaired or replaced and shipped back to you within thirty (30) days. Please provide as much detail as possible regarding the problem you are experiencing. Also provide return shipping and contact information. Warranty repairs will be returned to you via ground transportation. The entire unit must be returned for proper evaluation. Do not return only the non-functioning part.

REPAIR OR REPLACEMENT AS PROVIDED UNDER THIS WARRANTY IS THE EXCLUSIVE REMEDY OF THE CONSUMER. CASS CREEK SHALL NOT BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY ON THIS PRODUCT OR RESULTING FROM THE USE OR UNAVAILABILITY OF THIS PRODUCT, EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE ON THIS PRODUCT IS HEREBY DISCLAIMED. THIS WARRANTY SUPERCEDES ALL OTHER WARRANTIES ASSOCIATED OR INCLUDED WITH THIS PRODUCT.

Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

FCC Statement:

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 to an outlet on a circuit different from that to which the receiver is connected.

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.

Note: Modifications to this product will void the user's authority to operate this equipment.