



Riot2.0 Product #20025-4

Thank you for purchasing the Riot2.0 electronic call. To see more Lucky Duck™ products please visit your local Sporting Goods dealer, or online at www.luckyduck.com.

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

- (1) Riot2.0 Electronic Call
- (1) LD2XRiot 2.0 Remote Control
- (1) SD Card (installed)
- (1) Decoy and Antenna
- (1) 10AA Battery Cartridge

Battery Installation: The Riot 2.0 includes a 10AA battery cartridge (batteries not included). The battery compartment is located on the back of the call. Simply insert the battery cartridge into the compartment, with the protrusions on the battery cartridge in the downward position. To remove the battery cartridge from the electronic call, push the "EJECT" button under the battery compartment. The remote control uses 3AA batteries (not included). Remove the battery cover on the back of the remote control and install the batteries, replace the battery cover on the remote.

Note: The Riot 2.0 is compatible with the "E Caller Battery & Charger Kit 2.0". Sold separately.

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 corner 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 keyed protrusion on the decoy base with the slot on the decoy joint located in the handle of the caller. A strong magnet holds the decoy in place. The decoy can be stored on the left side of the call.

Tripod Insert: The bottom of the Riot 2.0 has a 1/4-20 insert that can accommodate most aftermarket camera tripods or any other base system that utilizes a 1/4-20 thread. This may be helpful if you want to further elevate the caller depending on the hunting terrain.

Electronic Call Operation: With the battery inserted into the caller, slide the power switch on the electronic caller 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" it searches for a connection with the caller. Once the display screen shows "Communication OK", the remote will be connected to the caller and 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. With the electronic caller turned on, simply press and hold the "AUX" button on the remote to reboot the remote and resync. The remote screen should turn blue and go through the "Updating" 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 – All sounds are stored within folders. Use the "SEL" up/down arrows to highlight the folder you want to select. Press the play/pause button to select the folder. Use the "SEL" up/down arrows to highlight the sound you want to play. Press the play/pause button to play the sound. Pressing and holding the "SEL" up/down arrows for 1 second will cycle through the folders/sounds faster.

Remote Control Operation cont'd:

Volume Selection – Use the “VOL” up/down buttons to lower (down button) or increase (up button) the volume level. The volume level ranges from 1 to 32. Pressing and holding the “VOL” up/down buttons for 1 second will raise or lower the volume level quickly.

Back Button – The back button(“B”) is used to go from the sound list back to the folder list.

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

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
- 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:

- Timer shown is the length of time the current sound has been playing
- Will show which “Gain” level is selected
- Will show which display mode and brightness has been selected

Remote Screen Mode and Brightness: TheLD2X with the Riot2.0 features 3 different screen modes to adjust the display screen color depending on the user preference, time of day, and 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. Each mode has the ability to adjust the display screen brightness with 10 levels. To adjust the brightness level, hold the back (“B”) button down for 3 seconds. Followed by quickly using the “VOL” up/down buttons to adjust the brightness.

Remote Control Distance: The Riot2.0 utilizes the LD2X remote, with an extended range and 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 weather conditions and terrain, remote distance may be significantly greater than 300 yards.

Decoy Operation:

“DY” Button – Press the “DY” button to turn the decoy on. The decoy will spin back and forth.

“DS” Button – Press the “DS” button to control the speed of the decoy. There are 3 speed settings.

Favorite Buttons: The “F1” “F2” and “F3” buttons are designed to store your three favorite sounds for quick access when hunting. Press the F1 through F3 buttons once to play the programmed sound at the predefined volume level.

Program F1 through F3 – 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 Riot 2.0 has 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 the 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 level whereas others sound better at a low gain level. 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 potential sound quality of the given file selection is slightly reduced (i.e. distortion).

Adjust Gain – Press the “G” key to cycle through the gain levels. The gain level will display on the bottom of display.

Auxiliary Function: The Riot 2.0 is designed with an auxiliary function which can allow the user to add a separate decoy and be controlled remotely. This is done 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 Riot 2.0 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.

Additional External Speaker: The Riot 2.0 has the ability to add a compatible external speaker (not included) by the user. Simply plug the external speaker cord into the "EXT SPK" port on the back of the caller.

Sound Management: The Riot 2.0 comes preloaded with 150 live animal sounds, organized within 17 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 150 preloaded sounds have the extension .LD and will only play on Lucky Duck electronic calls. **Any reproduction of these sounds is strictly prohibited.** Check out www.luckyduck.com for additional sounds available to purchase.

Add/Remove Sounds: Use of a computer with Windows Operating System is strongly recommended.

The Riot2.0 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 sound files is 2,000 and the maximum number of folders is 32. Sound files must be contained within a folder, and 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 Port: The charging port, located on the back of the electronic caller under the black cover, is only to be used with genuine Lucky Duck E Caller Battery & Charger Kit 2.0 (sold separately). 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 E Caller Battery & Charger Kit 2.0– Purchased Separately (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 a 110V wall outlet. The LED light on the charger will turn red when charging and green when fully charged. It should take approximately 6 hours to fully recharge the battery cartridge.

Battery Directly:

1. Remove the battery cartridge from the back of the caller.
2. Plug the charger into the charging port located near the bottom of the front face of the battery cartridge.
3. Plug the charger into a 110V wall outlet. The LED light on the charger will turn red when charging and green when fully charged. It should take approximately 6 hours to fully recharge the battery cartridge.

Care and Maintenance

1. The Riot2.0 and corresponding LD2X remote units are 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 remove the battery cartridge from the caller between hunts to extend battery life.
3. The caller has a remote storage slot located on the back of the caller. Insert the remote clip into the storage adapter. It is not recommended to transport the caller with the remote in the storage slot, 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 "AUX" button to reboot the remote and resync. The remote screen should turn blue and go through the "Updating" process as described in the Electronic Call Operation section above. **DO NOT PRESS ANY BUTTONS WHEN REMOTE IS SEARCHING FOR THE CALLER.**
3. If neither the removal and reinsertion of fully charged batteries, nor the resyncing of the remote to caller, allow for proper operation, please contact Lucky Duck Customer Service by email or phone at customerservice@luckyduck.com or 715-338-3183.

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 or 715-338-3183.

FCC Warning 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 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.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

The device has been evaluated to meet general RF exposure requirement.