



WARNING: May not be legal in all areas.

Check State and Federal Regulations for your area BEFORE you hunt with the Triple Threat Calling System. Electronic Callers, Recorded Sounds and/or Electronic Decoys may not be legal for some game (animals and game birds) in some states. Regulations for your area can usually be found on your state wildlife agency's website – or give them a call. It's better to be safe than sorry! All hunters should acquaint themselves with the hunting regulations for the game and location they intend to hunt.

MOJO Outdoors

623 Hwy 594•Monroe, LA 71203•(318) 807-6656



TRIPLE THREAT

CALLING SYSTEM

Instruction Manual



MOJO Outdoors • 623 HWY 594 • Monroe, LA 71203 • 318-807-6656
www.mojoooutdoors.com



List of Supplied Products

1. Caller w/built-in tripod
2. Remote
3. Decoy
4. Smart Charger

FCC Compliance:

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.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's 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.

The transmitting part USES a distance of 5mm, while the receiving part USES a distance of 20cm

Remote control :

Finally press and hold the select track button on your remote for 15 seconds or until it displays "Please wait while the remote loads the sound tracks" on the screen. Once this is complete you are ready to hunt with your new MOJO® E-Calling system. Good Hunting!

For more direction and tips on using your MOJO® Call Management system see our documentation online at www.mojoutdoors.com

Warranty:

Limited Warranty

The **MOJO® TRIPLE THREAT Calling System** is warranted to be free from defects in workmanship or materials for a period of one (1) year from the date of purchase.

If you should need the warranty provisions, return the unit properly packaged to protect it and prepaid to:

Warranty Department MOJO® Outdoors
623 Hwy 594
Monroe, LA 71203
Along with proof of purchase.

Please note that the warranty is void if the product has been damaged in any way or used otherwise to its intended use or abused in any way. Batteries or damage covered incorrect batteries or incorrect charging is not covered by the warranty.



MOJO® TRIPLE THREAT CALLING "SYSTEM"

Congratulations! You have the one of the most efficient and effective digital electronic calling systems in the world. Team MOJO® designed the system based on what they have found is needed from over 50 years of calling various animals and birds around the world. You have probably seen their results on the many videos on TV, YouTube and social media. If not, look for them on-line or at MOJOoutdoors.com. Terry has called predators on 4 Continents to include dangerous game like lion, leopard, crocodile, wolf, and all 3 of the North American bears, plus countless of the normal predators such as coyote, bobcat, fox, etc.

This experience was used to design a calling "system" that provides what is needed to become successful.

We call it a "Calling System" because it includes a specially designed digital electronic caller coupled with the most successful predator decoy in the World (MOJO® Critter) with a built-in tripod to get your speaker and decoy up above much of the vegetation. It also includes the standard MOJO® Peg to allow mounting on a stake plus the Peg is equipped with a threatened insert (1/4"X20) to allow mounting on most tripods, All for one price,

Team MOJO® believes that one of the main ingredients to success in calling wild game is "quality of sound" and the caller utilizes a quality cone speaker instead of a horn speaker. Horn speakers typically make a loud but low-quality sound wave. Many people think that the cone speaker is not loud enough, but this caller is designed and tested to produce 120 dB of quality sound. Do not worry if it does not sound loud enough to you, wild game can hear it for miles. It also has a standard auxiliary port in which you can plug the common auxiliary horn speaker and the caller will default to that speaker. Check out MOJO®'s Big Mouth Speaker for this use.

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4. Select your SD card. Click your SD card's name in the left side of the File Explorer window.
5. Move files from your Computer onto the SD Card. To do so:
- a. Select files you want to move to card.
 - b. Drag and drop files into the SD card folder
6. Eject your SD card. Right click on the SD Card name and press EJECT in the pop-up menu. This will ensure that, when you physically remove your SD card from your computer, you don't lose any files.
7. Refer to How to sync your new SD Card sounds instructions

Notes: If using a different SD card than the one provided, you may need to format the card before using. See below.

FORMATTING CARD:

Windows:

1. Format the card - Use your mouse and right click on the card name. Select Format from the pop up.
2. Select FAT32 from the file system box. Press Start.
- On Windows, if it's the first time you're using the memory stick, the computer will say it's installing the hardware. You can open up the drive by going to your computer folder.

Configuring “Hot Buttons” on your Remote:

“Hot Buttons” store selected tracks and selected volume levels for easy quick access to your most used tracks. This is a very handy feature that keeps your most used sounds readily accessible. These “Hot Buttons” are located just below the Remote’s LCD display and are numbered “1”“2”“3” and “4”. To set the “Hot Buttons” perform the following steps.

- 1. Power on the caller
- 2. Power on the remote
- 3. Select your desired track.
- 4. Select your preferred level of volume.
- 5. Press and hold the “Hot Button” you wish to save your track and volume levels to for 5 seconds. To confirm the settings were saved look at your “Hot Buttons” Indicator at the top left-hand corner of your remote’s LCD screen. A successful save will be indicated by highlighting the “Hot Button” number that you set it to.
- 6. Repeat steps 3-5 to set each “Hot Button” to your desired track and volume level.

Sound Numbering:

We recommend you number all your sounds starting like this 000,001,002,003, etc. Example 001 Terry Coy Hunt (soft) **NOTE:** The remote will only display 16 characters of the actual name (does not count soundtrack number) in the screen. Any characters used over 16 will not be displayed. You should consider this when selecting names. For Example, in the Sound Tract given above, it will display as “001 Terry Coy Hunt”. A shorter name should have been used. Once you have all your sounds numbered and ready, copy them to the SD Card by following the instructions below.

HOW TO SYNC YOUR NEW SD CARD SOUNDS TO YOUR REMOTE:

- 1. You will need a PC (Personal Computer) to load sounds on your SD card.
 - 2. Insert the SD card into your computer's card reader. If your computer doesn't have a card reader, you can purchase an external adapter that connects via USB. (*This card can’t exceed 32GB)
 - 3. On Windows, this will bring up a window showing the memory stick is now seen as a drive on your computer (e.g., "Removable Disk" E: drive). You'll also get a menu of options for using the device. Select "Open folder to view files" at the bottom.
- Alternatively, on Windows, you can also get to the drive by going to your Computer (or My Computer) folder and finding the new drive letter there.

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Getting Started:

Battery Installation (Batteries not Included):

The caller uses 8 AA batteries and the remote uses 3. Batteries can be either standard or rechargeable. We recommend standard for the remote as they will last for a long period if the remote is turned off when not in use. Standard batteries can be Alkaline, Cicc, NiMH or Li-ion. Rechargeable batteries must be NiMH.

CAUTION: Never attempt to recharge non-rechargeable batteries. Doing so could damage the caller and could cause fire and/or personal injury. Remove battery door and insert batteries in the proper order as indicated in the battery compartment. There is a huge difference in the quality of batteries, which will greatly affect the run time of the caller. You pretty much get what you pay for. Try to use a premium AA battery for the caller that has at least 2000 mAh.

Power On:

To power on both the caller and remote, press and hold the power button for 5 seconds. Flush buttons are furnished, and the 5 seconds ensures that the device will not turn on accidentally in a pack or bag and run the batteries down. The caller will be successfully turned on when it says "HI" in the screen and the remote will be when it displays the Icons and the Soundtrack in the screen. The caller was designed to be used by remote but can be used without the remote.

Selecting a Track to Play:

To use the caller without the remote simply use the track up and down buttons on the caller to scroll to the desired track number and press the select button to select. Use volume up and down buttons to select desired volume level.

Using the remote controller: Use the track up and down buttons on the caller to scroll to the desired track and press the select button to select. Use volume up and down buttons to select desired volume level. The selected track and the volume level will display in the remote screen. More remote features on pg 8.

SD Card Sounds - on Board Sounds:

The caller has 2 separate sound delivery systems: 1) sounds loaded into an on-board memory. You cannot change or manipulate these sounds, and 2) sounds played from an inserted SD Card. The caller comes equipped with 80 on-board sounds and the same 80 on a furnished SD Card. These sounds were specifically selected by Terry as those he has had great success with. Terry rarely ever uses more than 10 sounds unless on some specialty hunt. However, you can add as many sounds as you wish. Sounds are readily available from the internet, many for free or for a nominal charge. This system gives the user the flexibility to play any number of sounds. You can use as many SD Cards as you wish, maximum of 32 GB. The caller will not play a card over 32 GB. These cards are readily available at any store that sells electronics. You can customize hunts on different cards and eliminate the need to scroll thru many sounds to get to the selected sound. In real life, you do not want sounds on your caller that you see no need to use. Too many sounds are just one more undesirable to deal with in the field.

SYNCING THE REMOTE TO THE CALLER (PAIRING):

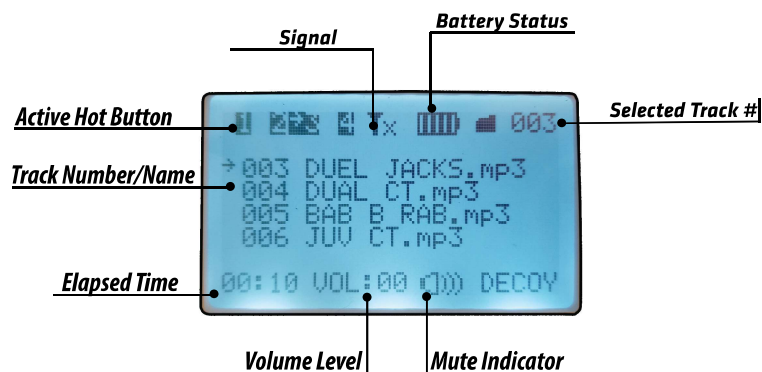
The remote controls the caller by a radio type signal, which requires that the remote "talk" to the caller. The remote has a signal meter similar to that used on cell phones to indicate when it is connected to the caller and the strength of the signal, and thus ready to send the commands that you select from the remote. The caller has a dual sound storage and delivery system: 1) on-board sounds that come with the caller and 2) sounds loaded on a Standard removable SD Card. The caller comes with a card installed with sounds loaded onto it. You can use as many cards as you like. Any Standard SD Card not over 32 GB will work, the caller will not play cards over 32GB.

The user cannot change the sounds in the on-board memory, but they can change, change the order, add to or delete sounds on the removable card, and most importantly, they can load mp3 sounds on any card described above and insert in the caller and it will play them. This allows for the use of "custom" sounds that fit any particular hunting style and prevents the user from having to go thru long list to get the ones needed for that type of hunt.

The caller will store and play up to 1000 sounds (000-999) but it is not recommended that the user include that many sounds on any one card for the reasons described elsewhere in this manual, and it is recommended that the list be limited to not more than 150, to shorten the time needed to pair.

At any time the sounds selected to be used in the caller are different (change from card to on-board, or to different card) than those currently loaded into the remote, obviously the remote cannot properly control the caller as it has different sound track list, so they must be synchronized or paired such that they both contain the same exact sound tracks. This is simple to do just follow the steps-by-step process:

1. Turn the power on both the remote and caller.
2. Press and hold the Track button simultaneously on both for 15 seconds.
3. The remote will immediately show: "Pairing".
4. Once the remote picks up the signal from the caller it will show "Updating sound track, just a moment, and the pairing process will automatically begin. You will see it going thru the selected sound track library and then the on-board library to ensure that all sounds on the caller are loaded onto the remote. The remote will only show the sound tracks during pairing, not the normal functions of vol, time, battery status, etc.
5. At any time thereafter when you power on the remote it will show "Please wait while the remote loads the sound tracks" to ensure the remote and caller have the same library of sound tracks.
6. Once this is complete the remote will display all of the normal functions (vol, time, battery status, etc.)
7. Your selected sound tracks are now loaded into the remote and you are ready to use the calling system.
8. If the caller does not detect a valid card for any reason after they are paired, it will automatically default to the on-board sounds and the remote will have already been paired to those sounds. The remote screen will indicate if the caller detects a card or not.



Screen:

Hot Button Indicator 1-4: Located in the top left portion of the LCD screen on the remote. This indicates stored and currently selected hot track. See Configuring "Hot Buttons" on your Remote on page (11).

Signal Strength Indicator: Located in the top middle portion of the LCD screen on the remote. This displays current level of signal between caller and remote. If the remote is not connected to the caller, it will indicate Tx letting you know they are not connected. When connected will show the strength of the signal.

Selected Track Indicator: Located in the top right portion of the LCD screen on the remote. This displays the currently selected track.

Track list: Located in the middle portion the LCD screen on the remote. Constantly displays four lines of the track list. This indicates the track number as well as the audio file type.

Stand Timer: Located in the bottom left corner of the LCD screen on the remote. The timer begins when remote is powered on. This allows you to know how long you have been at the calling location.

Volume Level Indicator: Located in the bottom middle portion of the LCD screen on the remote. This indicates your currently selected volume level (0-25).

Mute Indicator: Located on the bottom middle portion of the LCD screen on the remote. When muted, this icon will show on "X" and when not muted will remove the "X".

Battery Level Indicator: Located at the bottom right portion of the LCD screen on the remote. This indicates the remotes current battery level.

The card inserts in a standard card slot in the caller under the battery cover below the batteries. The card will only insert in the correct position and that will be with the exposed metal contacts up.

If a card is properly inserted, the caller will detect such and once the remote is synchronized to the caller, and Icon at the top of the remote screen will indicate that a card is inserted. If no card is inserted, the same icon will indicate such.

If a card is inserted, the caller will default to the sounds on the card. The caller will need to be synchronized to the remote if the sounds in the caller are changed in any way.

The caller and the remote can handle 1000 soundtracks numbered 000-999. If you load more than 1000, the caller cannot play the sounds on the track.

POWER ON: While the caller and remote system can store and play up to 1000 sounds, each time the sounds are changed the remote must be paired or synchronized to the caller's stored sounds. Obviously, the more data that must be synchronized the longer it will take to complete this. We recommend not including more than about 150 sound tracks on any given card for this reason. No one should ever need more than that for any specific type of calling. Other sounds can easily be stored on separate cards and kept for use.

If, for whatever reason, the caller does not detect a properly inserted card, it will default to the on-board sounds, so you should never be without sounds. The remote may require synchronizing to the caller when this happens.

Using the Decoy: Remove the decoy from its magnetic storage receptacle located in the caller's handle, then insert the decoy connector into the receptacle on the top of the caller. **NOTE:** Do not worry about aligning he slot with the pin, the decoy will seat itself when it starts to spin.

To turn on/off the decoy simply press the decoy button located on the caller's remote control. The Icon in the remote will indicate when the decoy is selected by shading the Icon.

Using the Caller's Tri-pod Extension Legs: **NOTE:** The legs on the caller are designed to lock into place in both the extended and non-extended positions. To extend the legs simply pull the legs straight down to the fully extended position and then push out to lock them into place. To re-insert the legs back into the caller simply perform the above in the reverse order.

NOTE: The legs must be fully extended to lock in place

— if they are not locking

— you are probably not fully extending them.

Caller Features:

Motorized Decoy: Proven MOJO® Critter Decoy Stores in Magnetic Decoy storage receptacle (located in the handle) when not in use.

Internal Antenna: Allows for extended range (over 350 Yards Range). Expandable Tri-pod Legs: Raises the caller and decoy off the ground for improved visibility and sound disbursement.

MOJO Extension Pole Receptacle with internal threaded tri-pod receiver: This allows the use of the MOJO® extension pole for even greater height; further improving visibility and sound disbursement. Female threaded camera tri-pod receptacle allows use of standard tripods.

Charge indicator light: Charger will display a green light when plugged into an AC source (110/220) and red when charging. Light will return to green when the caller is fully charged. The charger is a “smart” charger and manages the charging such that the batteries are not over charged. ***Only use the MOJO® Charger that comes with the caller for this reason.***

Backlit LCD Screen: Illuminates for 30 seconds after pressing any button on the caller.

Decoy Storage Receptacle: The decoy top is stored conveniently in the handle of the housing. Just insert the magnetic end in the top hole provided in the top of the handle and allow to seal firmly on the metal peg in the bottom of the handle. Simply pull to remove.

Buttons:

No extended buttons to bump in your pack or bag – all buttons are flush. On / Off: Press and hold for 5 seconds to power on the caller. Press and hold for 5 seconds to turn off the caller.

Volume Up and Down: 25 Step Volume Control. Press Volume Arrow Up to turn up the volume to a maximum level (25). Press Volume Arrow Down to turn down the volume to a minimum level (0).

Track Up and Down: 1000 Step Track Control (000-999). Press Track Arrow Up to scroll up from 000 to 999. Press Track Arrow Down to scroll down from 999-000.

Select Track Button: Once the screen displays your desired track. Press the Select Button to play desired track. The Track number of the selected Track will display in the remote screen.

Remote Control Features:

External Antenna: Allows for extended range (over 350 Yards Range).

2-1/2” Backlit LCD Screen: Illuminates for 30 seconds after pressing any button on the remote.

Lanyard Loop: Allows use of lanyard.

Buttons:

No extended buttons to bump in your pack or bag – all buttons are flush.

On / Off: Press and hold for 5 seconds to power on the remote. Press and hold for 5 seconds to turn off the remote. **NOTE:** Remember to power down your remote after use to avoid draining your batteries.

Volume Up and Down: 25 Step Volume Control. Press Volume Arrow Up to turn up the volume to a maximum level (25). Press Volume Arrow Down to turn down the volume to a minimum level (0).

Track Up and Down: 1000 Step Track Control (000-999). Press Track Arrow Up to scroll up from 000 to 999. Press Track Arrow Down to scroll down from 999-000.

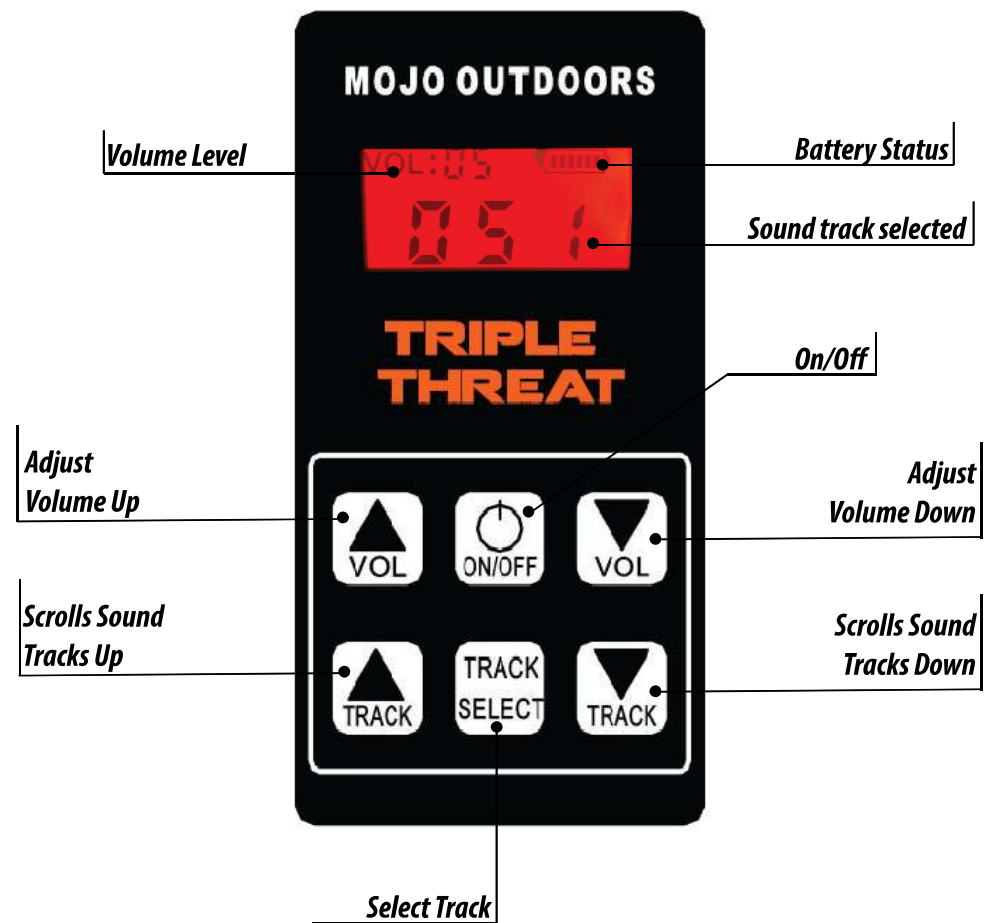
Select Track Button/ Track List Synchronization: Once the screen displays your desired track. Press the Select Button to play desired track. See Syncing the Remote to the Caller (Pairing) on page (10).

Recall: Plays Previous sound selected.

Mute: Press once to turn off audio. Press again to resume audio. (This is not a pause feature)

Hot Buttons 1-4: Stores selected tracks and volume levels for easy quick access to your most used tracks. See Configuring “Hot Buttons” on your Remote on page (11).

Decoy On/Off: Press once to turn on the decoy motor on the caller. Press again to turn off the decoy motor on the caller





Screen:

The caller is designed to be used with the remote but can be used without the remote. The display screen on the caller will provide a limited number of functions: It will read "HI" to tell you that it has been successfully turned on. It will indicate the number of the selected soundtrack, the status of the batteries in the caller and the volume selected.

Ports:

External Speaker Port: This allows the use of an external speaker using a standard 1/8th speaker jack. When this feature is in use the caller will automatically disable the internal speaker in the caller. This allows for the use of a larger louder speaker to be used if needed.

Charge port:

Only for use when Rechargeable batteries are installed. **CAUTION: Use only MOJO® Outdoors approved charger.** Never attempt to recharge non-rechargeable batteries. Doing so could damage the caller and could cause fire and/or personal injury.

SD Card Slot:

The card slot or port is located under the battery compartment lid of the caller. It will accept a Standard Size SD card of not more than 32 GB. The card will only insert in the correct position, which is with the metal contacts facing up. Insert the card until it is locked in place. To remove the card, simply press the card until the lock is released and it will come partially out and can be removed by hand.

