

ICOTec

Game Calls

GC500 Programmable Electronic Game Call Operating Instructions



**Thank you for purchasing the ICOTec GC500
Programmable Electronic Game Call.**

This manual will walk you through step by step setup and operation of the unit and the remote. Should you have any questions, please contact us at info@icotec.com.

We recommend only removing or installing an SD Card with unit power off.

Setting Up Your New GC500:

You will need: 1 - 9 Volt battery, 4 - AA batteries, phillips screwdriver

- 1.** To place battery in the remote you will need to remove the small screw on the battery compartment door on the reverse side of the remote. Place a 9-Volt battery in the battery compartment as indicated by the schematic in the battery compartment, replace the door and secure the screw.
- 2.** To place batteries in the caller base you will need to remove the screw from the battery compartment door on the left side of the call. Place 4 AA batteries in the battery compartment as indicated in the schematic inside the battery compartment, replace the door and secure the screw. We suggest that you do not use rechargeable batteries. Use high quality alkaline or for extreme conditions you can use lithium ion for better performance.
- 3.** Power up unit by sliding the power switch to the on position, the red LED light should appear if the batteries are in correctly.
- 4.** Power up remote by sliding the power switch to the on position, the ICOTec logo should appear on the screen if the battery is installed correctly. To learn more about the remote control interface, please read the REMOTE CONTROL INTERFACE section.

We recommend only removing or installing an SD Card with unit power off.

Remote Control Interface:

- 1. *Selecting an audio call*** to play a call on the speaker base simply use the CHANNEL DOWN button to scroll through the list of calls that come standard on the GC500. Once you have located the call you wish to play, make sure that the call is highlighted and press the PLAY button. When you scroll to the bottom of the screen the display will automatically switch to a new page with the next 6 calls visible, the first call will be highlighted. Reversing up through the list is much faster as your highlighted calls on a new page are always the first call on that page.
- 2. *Selecting the volume level*** simply use the VOLUME UP or VOLUME DOWN button to select the level you wish to use, you can view the current volume level at the bottom right side of the display. The volume ranges from 0 (silent) to 7 (maximum). We suggest beginning at 0 or 1.
- 3. *Activating an electronic decoy*** can be accomplished by pressing the AUX button to activate the decoy. To deactivate the decoy press the AUX button once again and the decoy will stop.

4. Creating favorites list is done by scrolling through your call list until you find the call you want to add to your FAVORITES list, up to 6 different calls can be saved to your favorites list, you must select and set them one at a time. Once you have the call highlighted, hold down on the FAV button, once you see the word FAVORITES display at the top of the screen, you have added that call to your favorites. To return to your list simply select the FAV button and you are now back to your call list. To delete a call from the FAVORITES simply select FAV and highlight a call and hold the FAV button until the call is deleted.

Programming New Sound Files:

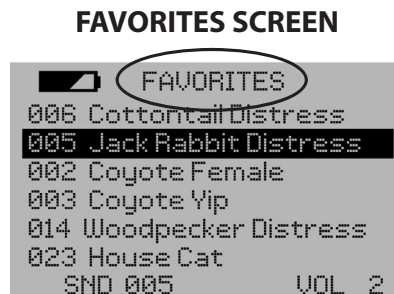
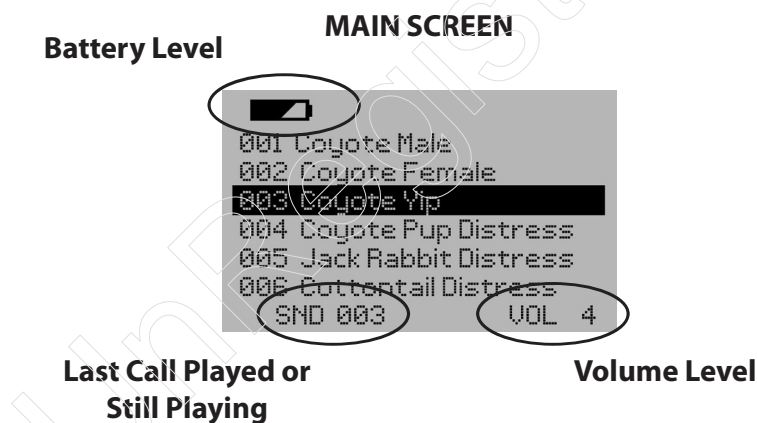
1. On your computer, locate all of the files you plan to load onto the GC500 and place them in a new folder and name it "GC500 New Sounds". This is for organizational purposes, you can name it whatever you wish.
2. You will need to rename your files in the order you want them to display. Begin with **001 then add a space and then the call name**. You have up to **21 characters total** which includes the three digit number. Once you have renamed all of the files you are ready to copy them over to the Call/SD Card.
3. Use the provided USB cable to connect the GC500 to your computer. Once the unit is plugged into the computer you may turn the power on. You will see an external drive appear on your computer screen. It will appear under the Computer Drives on a PC and a drive icon will appear on your screen if you are using a MAC.
4. Open the drive and you will see the call files that were provided with your GC500. These files are encrypted and cannot be shared or played on any other device. We recommend copying all of the provided calls to a "GC500 Sounds Backup" folder on your computer so you will not lose them if you happen to delete them from your unit.
5. Now that your new call files are named and numbered, you will need to copy them to your GC500/SD Card. We recommend that you purchase a new SD Card for the new sound files and remove the disk that came with the unit to preserve the files should you decide to use them in the future.
6. If you are satisfied with the numbering order copy all of the files on the GC500/SD Card.
7. When the files are finished copying you may select eject and unplug the unit from your computer. Place SD Card in the unit and follow the simple synchronization instructions for the remote and you will be ready to call.

Synchronizing Your Remote:

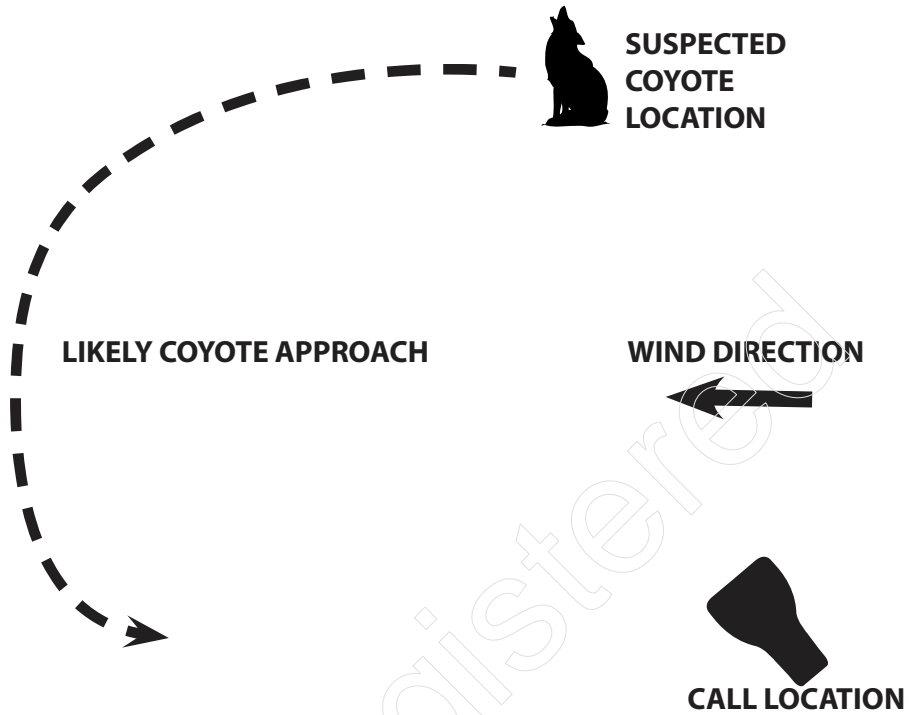
1. Using the provided synch cable, connect the remote to the unit by plugging the synch cable into the synch jack on the unit and the synch jack on the side of the remote. Turn on the remote, once it shows the main screen you may turn the power on to the speaker base. The remote screen will recognize that it is connected and the SD Card is different from the current call list. The synchronization will begin automatically, you will see each file name as it is placed into memory. Once the process is complete the screen will read "OK". You are finished and may unplug the unit and remote and store away your cable. Now you must turn the unit off and back on for the process to be complete.

2. Scroll down through your new call list to review all of the "Channels". You are ready to play your new calls. Make sure that you set the volume control prior to pressing the Play button. Thank you again for purchasing a product from us at ICOTec. We wish you a safe and successful hunt.

We recommend only removing or installing an SD CARD with unit power off.



Basic Coyote Call Set Strategy



Be sure you have a wide open area for the shot. Make the coyote expose themselves while attempting to get the wind.



60 - 75 yards
from call

HUNTER LOCATION

The NEW ICOTec GC500 Programmable Electronic Game Caller is Powerful, Versatile and Affordable.

The GC500 Electronic Game Call was designed for simplicity of operation and customizing of call sequencing for maximum performance. Although we have included 24 legendary audio calls from Wildlife Technologies, you will be able to store up to 200 separate calls on an SD Card. Some hunters prefer audio calls they have previously purchased or downloaded for free and some hunters prefer to record themselves utilizing mouth calls and want to have the benefit of a remote location for the sound to originate from. Changing to 200 different calls is as simple as swapping out an SD Card and synchronizing the remote control.

Whatever your reason for wanting a programmable audio calling device, we have developed a very easy-to-use and extremely powerful unit that will get tremendous results in the field and will save you hundreds of dollars.

The GC500 is compact, light weight, powerful, intuitive, back lit screen and buttons for night time viewing, integrated power-save mode, ultra fast remote synchronization, superior battery life, external speaker port, auxiliary port for electronic decoy, removable SD Card for easy call sequence change, USB port for direct to computer downloads, unit requires 4 AA batteries, remote requires a 9V battery and comes standard with a one year factory warranty is included.



1 YEAR LIMITED WARRANTY (Register within 15 days of purchase)

Your ICOTec product is warranted to be free of material defects and workmanship for 1 year after the date of purchase. In the event of a defect under this warranty, we will, at our option, repair or replace the product, provided that you return the product postage prepaid. This warranty does not cover damages caused by misuse, improper handling, installation, or maintenance provided by someone other than an authorized service contractor. Any return made under this warranty must be accompanied by the items listed below:

- 1) A check/money order in the amount of \$13.00 to cover the cost of postage and handling
- 2) Name and address
- 3) An explanation of the defect
- 4) Proof of purchase with date of purchase
- 5) Product should be well packed in a sturdy shipping carton with return postage prepaid to the address listed below:

Attn.: Repairs

ICOTec
6415 Angola Road
Holland, OH 43528

This warranty gives you specific legal rights.

Specifications and product designs are subject to change without prior notice or obligation.
©2013 ICOTec. All rights reserved.

Thank you for the purchase!

Please fill out your product registration information and mail it back to us **within 15 days** of your purchase date. Or, you may go to our web site to register your product. Please retain your original receipt in the event that you would need to return the unit for a warranty repair.

Failure to mail in your product registration card, or registering your product on our web site within the 15 day period of the purchase will result in the voiding of the warranty.

Name: _____

Street Address: _____

City: _____

State: _____ **Zip:** _____

Phone Number: _____

Email Address: _____

Date of Purchase: _____

Place Purchased: _____

Serial Number: _____

Serial # on label in battery compartment.



ICOTec has a full line of electronic game calls for any budget or hunting need.

ICOTEC
Game Calls

**GC500 Electronic Game Call
Warranty Registration Card**

Mail to:

ICOTec

ATTN: Warranty Department

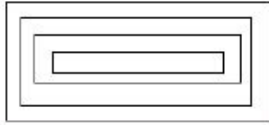
6415 Angola Road

Holland, OH 43528

Or, Log on to:

www.icotec.com/product-registration/

You are cautioned that changes or modifications not expressly approved by the party responsible for compliance could void your authority to operate the 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 manufacturer is not responsible for any radio or tv interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

This device complies with RSS-210 of the Industry Canada 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 manufacturer is not responsible for any radio or tv interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Cet appareil est conforme à la section 15 des règles FCC. Le fonctionnement de l'appareil est soumis aux deux conditions ci-dessous : (1) cet appareil ne peut provoquer aucune interférence nuisible et (2) cet appareil doit accepter toute interférence reçue, y compris les interférences susceptibles de provoquer un fonctionnement indésirable. Le fabricant ne peut être tenu responsable des éventuelles interférences radio ou télé causées par des modifications non autorisées de ce matériel. Toute modification non autorisée est susceptible de rendre nul le droit de l'utilisateur à user de ce matériel.

Cet appareil est conforme à la norme RSS-210 de la réglementation d'Industrie Canada. Le fonctionnement de l'appareil est soumis aux deux conditions ci-dessous : (1) cet appareil ne peut provoquer aucune interférence nuisible et (2) cet appareil doit accepter toute interférence reçue, y compris les interférences susceptibles de provoquer un fonctionnement indésirable. Le fabricant ne peut être tenu responsable des éventuelles interférences radio ou télé causées par des modifications non autorisées de ce matériel. Toute modification non autorisée est susceptible de rendre nul le droit de l'utilisateur à user de ce matériel.