



Lucky Splasher HD™ Mallard Drake #10116-2 v2, Mallard Hen #10318-0

Thank you for purchasing the Lucky Splasher HD. To see more Lucky Duck™ products please visit your local Sporting Goods dealer or online at www.luckyduck.com.

Directions for use:

Step 1: Unpack the box and make sure all parts are present.

Parts include:

- 1 – Lucky Splasher HD body and battery module
- 2 – Wings with splasher pads
- 1 – 6 Volt Rechargeable Battery
- 1 – 6 Volt Charger
- 1 – Heavy duty flotation base (**Must be used to float decoy**)

Charge your battery before use. A fully drained battery will take approximately 8-10 hours to charge.

To Recharge the 6 Volt Battery (two methods):

Module Port:

- Step 1: Unscrew the module and plug the charger into the charging port in the module. The battery must be connected to charge.
- Step 2: Plug the charger into a wall outlet. The LED light on the charger will turn red when charging and green when fully charged.

Battery Directly:

- Step 1: Remove the battery from the module and remove the wires from the battery.
- Step 2: Connect the red clip on the charger to the red battery post and the black clip to the black battery post.
- Step 3: Plug the charger into an outlet. The LED light on the charger will turn red when charging and green when fully charged.

Battery installation:

- Step 1: Locate the battery module on the underside of the decoy.
- Step 2: **DO NOT CROSS THE TERMINAL WIRES:** Two wires (1 red and 1 black) will be exposed once the battery module is removed. If you do not see the red and black wires they may still be inside the decoy. Simply locate them inside the decoy and move the wires to the outside of the decoy body. Attach the red lead wire to the positive battery terminal (Red Terminal on Battery) and attach the black lead wire to the negative battery terminal (Black Terminal on Battery).
- Step 3: Insert the battery **on its side** into the battery module. You may have to push the battery terminals down for an easier fit.
- Step 4: A three position switch is located in the battery module. Timer mode will run the decoy for 10 seconds on and 5 seconds off. On/Remote mode will run the decoy constantly or run the decoy utilizing the Lucky HD Remote Kit (sold separately). Off mode will turn off all power to the decoy.
- Step 5: Connect the motor wire plug to the module motor port.
- Step 6: Screw the module onto the bottom of the decoy.

Flotation Base:

- Step 1: The flotation base should be slid over the bottom of the module and pushed upward to sit flat against the decoy bottom. The flotation base will fit snugly around the module cover. **You can permanently attach the flotation base to the bottom of the decoy using any epoxy or silicone found at your local hardware store. Do not use glue.** Before permanently attaching the float, connect the wings to make sure the float is properly aligned and does not interfere with the wings turning.

Wings/Splash Paddles:

- Step 1: Attach the magnetic wings/splash paddles to the motor shafts simply by inserting them into the black magnetic sockets on each side of the decoy. Align the notch on the wings to the slot on the decoy wing shaft.
- Step 2: Always remove the wings from the decoy when not in use to avoid damage.

Turn On/Off:

- Step 1: **The decoy has a water activation switch that turns the decoy on when set in the water and turns the decoy off when removed from the water.** When the two silver contacts on the bottom of the module are both submerged under water the decoy turns on. If the decoy continues to remain on when removed from the water simply wipe the two silver contacts with your hand or clothing. The decoy will turn off.

This decoy does not come with a remote control. A remote receiver port is located in the module with a dummy plug installed. The dummy plug or a remote receiver must be installed in this port for the decoy to run. The Lucky HD Remote Kit (10415-6) may be purchased separately and installed in this decoy.

- Tip: To test the decoy out of the water simply assemble your decoy as described above and set the silver contacts on a wet towel or in a small water bowl. Pure filtered water may not be conductive enough to turn the decoy on.

Caution: This decoy was designed to be used in calm water situations. **Do not use this decoy in windy conditions, rough water or high current areas.**

Care and Maintenance

1. The decoy is not waterproof. Never submerge the decoy. If the decoy becomes submerged make sure to dry the decoy and its internal components completely before turning the decoy on. You may need to remove the underbody module from the decoy to allow air flow.
2. Always remove the wings when transporting the decoy.
3. Always charge the battery before storage and do not leave the wire leads attached to the battery while in storage. **The decoys electrical components have a slow drain if the battery is connected even when the decoy is not running.**
4. Clean your decoy using warm soapy water and a clean soft rag. Never use abrasives or harsh chemicals as this will damage the paint.
5. Store your decoy in an above freezing dry environment during the off season.
6. Always unscrew the battery module after each use to ensure there is no water inside the decoy or module.

Troubleshooting:

If the decoy will not run try the following steps:

1. Use a voltmeter to test the battery's charge. The fully charged 6V battery should show 6 to 7 volts. If the battery will not hold a charge the battery is bad.
2. The charger light should be green when plugged into the wall and not connected to the battery. Once connected to the battery the charger light will change from green to red after a few seconds to indicate the battery is charging. If the light stays green and you know the battery is not fully charged the charger is most likely bad.
3. If the battery is fully charged, but the decoy will not turn on when the water sensor switch (two silver contacts) is submerged in water, check for any loose connections between the motor and the module and between the module and the motor.
4. If the decoy does not work when you are using a remote control and the receiver is plugged into the module try unplugging the receiver and plugging it back in to see if the connection was bad. If the led light on the remote transmitter does not illuminate when pressed the remote transmitter battery is dead and should be replaced. Simply remove the back cover of the remote transmitter and replace the battery.

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 (submerged in water, 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.

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