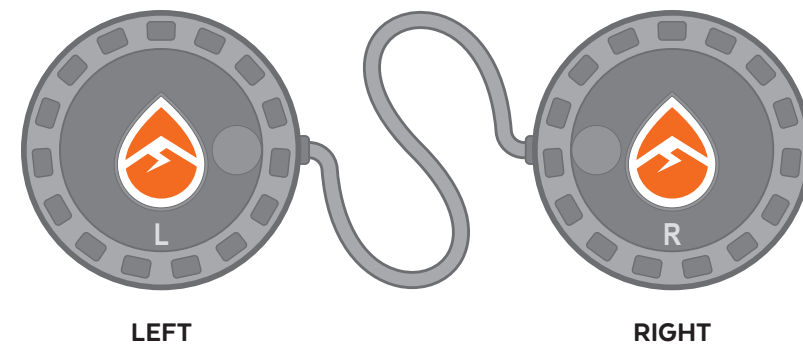


Pucks 2 Bluetooth Helmet

Audio User Guide | Models: GDI-EXPCKS201



Power & Music

FUNCTION	EARPIECE	ACTION	LED	VOICE PROMPT
Power On / Enter Pairing Mode	RIGHT	Press & hold for 6 seconds	FLASH RED & BLUE	"Power on, pairing"
Power Off	LEFT	Press & hold for 4 seconds		"Power off, your phone is disconnected"
Bluetooth		Select 'ECOXGEARPTT' from the list of discovered devices on your smartphone	SOLID BLUE	"Your phone is connected"
Disconnect from Bluetooth		Either turn Bluetooth off on your phone or delete the 'ECOXGEARPTT' Bluetooth selection from your phone		"Your phone is disconnected"
Power On /Reconnect to Paired Device	RIGHT	Press & hold for 4 seconds	FLASH BLUE	"Power on"
Play / Pause	RIGHT	Click to play track; click again to pause	SOLID BLUE	
Increase Volume	LEFT	Double-click to increase volume		"Volume up"
Decrease Volume	LEFT	Click to decrease volume		"Volume down"
Skip to Next Track	LEFT	Press & hold for 1.5 seconds and release to skip to the next track		

Phone Management

FUNCTION	EARPIECE	ACTION	VOICE PROMPT
Receiving Incoming Call			"Incoming call from XXXXXXXX"
Answer Call	RIGHT	Click to answer the call	"Call accepted"
Reject Call	RIGHT	Press & hold to reject the call	"Call rejected"
End Call	RIGHT	Click to end the call	"Call terminated"

Advanced Features

FUNCTION	EARPIECE	ACTION	LED	VOICE PROMPT
EcoTalk: Activate Voice Assistant	LEFT & RIGHT	Press both buttons at the same time to activate your phone's voice assistant (Siri or OK Google)		Siri or OK Google voice prompt
Maximum Volume Reached				"Maximum volume"
Low Battery			FLASH RED	"Battery low"
Auto-Power Off: Inactivity		Pucks 2 automatically power off after 5 minutes of no Bluetooth/wired connection		"Power off, your phone is disconnected"
Auto-Power Off: Low Battery		Pucks 2 automatically power off when the battery is too low		"Power off, your phone is disconnected"
Battery Charging		Use provided USB cable to charge your Pucks 2	SOLID RED	
Battery Fully Charged		The LED will stop shining Red		

Audio Share



Play Your Smartphone Audio on Two Sets of Bluetooth Pucks 2

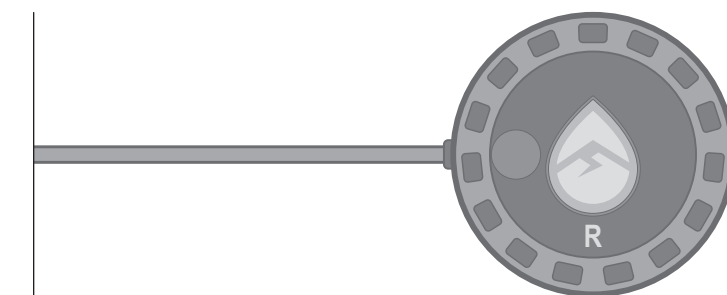
Want to share your music with your buddy? Try the new "Audio Share" feature.

- 1 Power on Pucks 2 A and B.
- 2 Connect Pucks 2 A to your phone and play music.
- 3 Press & hold the Left and Right buttons for 2 seconds on Pucks 2 A at the same time; the Pucks 2 will announce, "ShareMe enabled."
- 4 Press & hold the Left and Right buttons for 2 seconds on Pucks 2 B at the same time, the Pucks 2 will announce, "ShareMe enabled."
- 5 Once the two Pucks 2 are connected, they will announce, "ShareMe Connected."
- 6 Your music will now play on both Pucks 2 A and Pucks 2 B. Enjoy!

NOTES:

- The Audio Share functionality only works when the Pucks 2 are within 20 feet of each other.
- While Pucks 2 B can be connected to Phone B, it cannot be playing music from Phone B while Audio Share feature is enabled.
- Press & hold the Left and Right buttons for 2 seconds on either Pucks 2 to disconnect Audio Share.

Zello



Push-to-Talk, Walkie-Talkie Smartphone App

Add the "Zello" app onto your smartphone to turn it into a walkie-talkie that works anywhere in the world as long as you have cell signal! You can use it one-on-one with a friend or for a live group-call on the slopes.

Steps to get "Zello" up and running with your Pucks 2:

- 1 Download the Zello app onto your phone from Apple's or Google's app stores.
- 2 Create your profile in Zello.
- 3 Add your friends/contacts you want to talk with using Zello.
- 4 Add your Pucks 2 as a "Push-to-talk" button within the Zello app, under the Options Menu. Ensure that your Pucks 2 are "Connected" as a "Push-to-talk" button.
- 5 Keep the Zello app open in the foreground or background of your smartphone.
- 6 Press & hold down the button on the right earpiece ("R") to send a walkie-talkie message to your friends. Make sure to hold the button while talking, and release when you're done.

NOTE: Refer to the instructions within the Zello app for updated revisions to its operation.

Charge Your Pucks 2



The LED indicator will flash **RED** when the battery is running low. Your Pucks 2 have a USB-C port to connect to the USB cable and charge the unit by connecting it to a USB port on a computer or to an optional USB to wall outlet power adapter (**NOT** included).

The LED located on the bottom of the **RIGHT** earpiece indicates the charging status when connected to a power source:

- **RED** LED indicates charging in process
- **RED** LED will turn off to indicate a full charge

NOTES:

- Approximately 1.5 hours of continuous charging time is required to fully charge your Pucks 2.
- The USB-C charge port on your Pucks 2 is fully waterproof so no need to worry about it getting wet from snow or rain. Just ensure the charge port is dry prior to charging.

RECOMMENDATION: Use the USB-C cable included in the box.

Wired Connection



Optional USB-C to Headphone Jack Cable

Use the USB-C to headphone jack cable (for optional use on smartphones with a 3.5 mm headphone jack) for wired use. This allows the Pucks 2 to work without battery power.

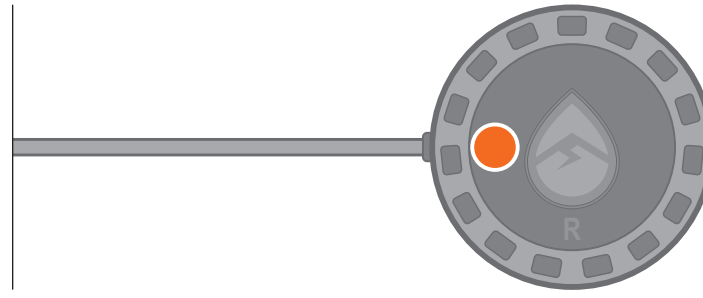
- LED light remains inactive
- Adjust volume via smartphone



Optional Headphone Jack Adapter - SOLD SEPARATELY

- Headphone jack to USB-C adapter (for optional use on some Android phones with a USB Type-C port) - **SOLD SEPARATELY**
- Headphone jack to Lightning adapter (for optional use on some Apple phones that do not include an integrated headphone jack) - **SOLD SEPARATELY**

Disconnect and Clear Bluetooth



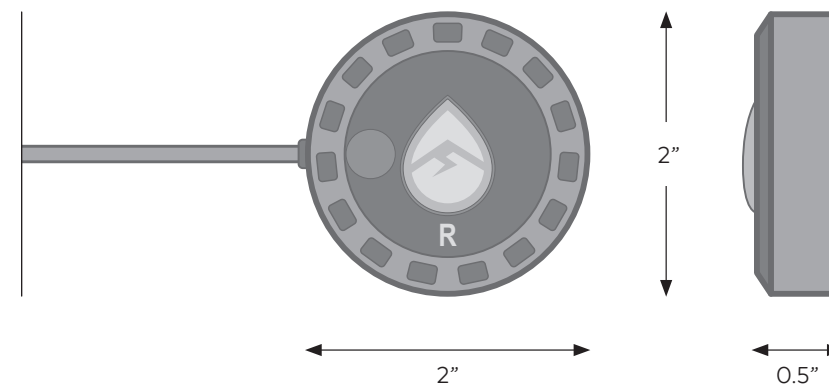
There is a smaller button located next to the Multi-Function Button on both earpieces. With it, you can either disconnect from your Bluetooth device or clear the memory of the Pucks 2.

FUNCTION	EARPIECE	ACTION	LED	VOICE PROMPT
Disconnect From Bluetooth	LEFT or RIGHT	Click to disconnect from your Bluetooth pairing	FLASH RED & BLUE	"Pairing, your phone is disconnected"
Clear Bluetooth Pairing	LEFT or RIGHT	Press & hold for 3 seconds	FLASH RED & BLUE	"Your phone is disconnected"

Specifications



Unit Dimensions



Unit Weight

2.0 ounces

Frequency Range

2.4GHz-2.48GHz

Power Source

300mAh Lithium Battery

USB Input

5V, 1.0A

Play Time

15+ hours from full charge at 75% volume level

Charging Options

USB to adapter or computer

Charging Time

Approximately 1.5 hours

Optional Accessories For Charging*

AC (5V, 1A) USB Wall Outlet Power Adapter

Bluetooth

Bluetooth® 5.0; Up to 33 ft / 10 m

Supported Bluetooth Profiles

HFP, HSP, A2DP, and AVRCP

Maximum Storage (Battery) Temperature

105°F / 40.6°C

Waterproof Rating

IPX7

FCC STATEMENT:

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 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.

RF WARNING STATEMENT:

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

IC STATEMENT:

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions:

- 1) This device may not cause interference, and
- 2) This device must accept any interference, including interference that may cause undesired operation of the device.

PRODUCT USE AND PROTECTION:

Read and follow all instructions. Use only as intended.

The ECOXGEAR Bluetooth earphones are intended to be used indoors or outdoors and in land or water environments. The earphones have been tested to IPX7 waterproofing standards, which means the earphones can be submerged in up to 3 feet of water for 30 minutes without any damage. However, the earphones are **NOT** intended for constant underwater use.

If you notice a muffling of audio after submersion, gently shake the unit to clear excess water. If your earphones are exposed to salt water, clean it thoroughly after use with fresh water.

To prevent fire or shock, do **NOT** attempt to charge this unit if it is wet or you suspect water has entered the unit. In this situation, please return the unit to Grace Digital for a free assessment. If we have found that the unit has carried water, we will repair or replace the unit free of charge.

SAFETY ADVISORY & WARNING:

Read and follow all instructions. Use only as intended.

CAUTION: Do **NOT** open to repair. A qualified technician must carry out repair work.

ATTENTION: Do **NOT** charge while the earphones are wet. Towel dry the unit **AND** make sure all connections are dry **BEFORE** charging. Failure to do so may result in electrical damage to the unit and may void the warranty.

PROPOSITION 65

⚠ WARNING: Cancer and Reproductive Harm - www.P65Warnings.ca.gov

WARNING: Pucks 2 has a built-in Lithium battery. The battery must **NOT** be used in or near an open heat source or excessive heat.

WARNING: Danger of explosion if battery is incorrectly replaced.

ATTENTION: Do **NOT** dispose of in a landfill. Contact Grace Digital at www.gracesupport.com or a certified recycling agent to dispose of the unit.

SAFETY:

This product has a limited life span of use and should be replaced when it shows obvious signs of wear.

Do not modify or remove any original component parts of the earphones. Doing so could cause damage to the unit allowing water to ingress. A unit with water ingress should not be charged due to potential risk of fire or shock.

Please exercise care and good judgment when using your ECOXGEAR earphones. Always ensure that you can hear and be aware of any potential hazards around you.

You should always

- 1) Salt water / air is particularly corrosive. Always make sure that the unit is properly rinsed off after use.
- 2) Properly clean the ECOXGEAR and ensure the connection points have no sand, dirt, or water on them prior to storage.
- 3) Completely dry and clean your ECOXGEAR prior to attempting to charge the unit.
- 4) Return the ECOXGEAR to Grace Digital if you suspect water ingress into the unit or if the unit has experienced a severe impact that may have affected the integrity of the unit to take on water.

You should never

- 1) **NEVER** charge your ECOXGEAR if you suspect water has entered the device. Charging a device with water inside could be potentially hazardous and cause fire or a spark.
- 2) Never use your ECOXGEAR if you have dropped it or thrown it against a hard surface which may have destroyed the integrity of the speakers or housings. In the event of a severe impact to your unit please return the unit to Grace Digital to review for potential damage.
- 3) Never attempt to fix, repair your ECOXGEAR unit. Please send it back to Grace Digital for any assessments and repairs.

CARE, MAINTENANCE, & PRECAUTIONS:

- 1) Do **NOT** apply excessive force to any surfaces of the unit when wet or in a wet environment.
- 2) Do **NOT** use or store the unit in places with high temperature.
- 3) **AVOID** prolonged exposure to ultraviolet radiation (UV sunlight) and strong magnetic fields.
- 4) Periodically clean the earphones with a soft moist cloth and ensure no objects such as dirt, hair, or sand are on the earphones. Do **NOT** use any oily solvent or chemicals for cleaning.
- 5) Rinse off the unit with tap water after use in salt water or swimming pool.
- 6) Power and / or charge the built-in rechargeable battery for portable use by connecting the USB cord to a computer USB connection or to an AC outlet using the AC-to-USB cord 5V, 1A power adapter intended for use with the unit.
- 7) Noise and audio distortion may occur when the batteries are nearing end of charge.
- 8) Do **NOT** remove the built-in battery.

LIMITED MANUFACTURER'S WARRANTY:

The Pucks 2 are covered by a 1 year limited warranty that covers defects in workmanship and / or materials for a period of 1 years from original purchase date. This warranty does not apply to any products which have been abused, neglected, modified, or used for a purpose other than the one for which they were manufactured. Please refer to the above care and maintenance instructions for suggested care details. The warranty is valid only for the original owner who purchases the unit from an authorized dealer. Transfers do not qualify for warranty protection. Grace Digital reserves the right to replace any out-of-stock or discontinued product with a comparable product. Discontinued products may not be available for warranty replacement. Any contents are **NOT** covered by the limited manufacturer's warranty. Warranty terms may be revised without notification at the discretion of the manufacturer. Please visit www.ecoxgear.com for additional product & warranty information.



Pucks 2 by ECOXGEAR2, a division of Grace Digital Inc., San Diego, California. Designed and Engineered in the USA. Made in China.

Patent Pending.

* Optional accessories sold separately