

Talker Disclaimer

1. The Talker is sold without any expectation. It is to be considered experimental.
2. The Talker is sold as an **entertainment device only**. We make no claim to the validity of the data received by these devices.
3. We make no claim as to Spirit Communications, Aliens, Ghosts or any other type of phenomena.
4. You agree not to expose children to this device, or any person who may be harmed or damaged by exposure to this device. Further, you must be over 18 and in sound mental condition.
5. As the owner of this device you are responsible for the devices use. Further, you are responsible for the safety of others who may come in contact with this device.
6. This device can generate disturbing text and speech; therefore it should not be used by children under the age of 18. Further, this device should not be used by anyone with a history of mental illness.
7. Why do we say *for entertainment use only*?

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(Talker Disclaimer cont'd)

- a. First and foremost, the devices are designed to aid in Paranormal Research, **not to be presented as evidence**.
- b. This device can create speech and text, by method of taking energy levels in the environment and creating speech, nothing more! No algorithm is employed to produce text or speech in a specific pattern.
- c. There's no person who can prove, to a certainty, what these messages are.
- d. People need to take a rational, grounded approach to any device that creates speech or text. The power of suggestion is very strong!
- e. Odds of this device saying a word that is contextually correct is 1 in 2048; in using phonetic speech, the odds are only 1 in 71.
- f. A lot of claims have been made about devices such as this. Simple math will tell you the odds are much better than you think that it's just coincidence and nothing more.

The Use of this item in ANY media production is strictly prohibited without prior written approval from Digital Dowsing LLC.



Using the Talker II



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Operating the Talker



The Talker requires **3 AAA batteries**, not included. Carefully remove back cover and install batteries in their proper order; note the + and – of the batteries.

1. The Power Switch is on the faceplate on the front of the Talker. To turn ON, slide the switch to the left. Slide it to the right to turn OFF.
2. The Talker should begin to flash the indicator light about once every 4 – 5 seconds. You should hear occasional “phonemes,” the pieces of speech.
3. To change modes, press the Mode switch on the front. (Note: when changing modes, hold the mode button down until the Talker begins to announce the next mode.)
4. The Talker will announce the mode as “Mode 1,” Mode 2,” etc.



Talker Modes

- **Mode 1: *Phonetic Mode*** - Speech is formed by using phonemes, the basic blocks of human speech.
- **Mode 2: *Phonetic Mode w/White Noise*** - Speech is formed by using phonemes, the basic blocks of human speech, accompanied by White Noise.
- **Mode 3: *Reverse Phonetic Mode*** – Speech is formed by using phonemes, the basic blocks of human speech then played in reverse order.
- **Mode 4: *Reverse Phonetic Mode w/White Noise*** – Speech is formed by using phonemes, the basic blocks of human speech then played in reverse order, accompanied by White Noise.

Need Help?

E-mail us at: help@digitaldowsing.com

- State the nature of your problem.
- Please provide detailed information about the problem, including pictures or drawings if needed.

We try to respond in 24 hours or less,
Monday – Friday 10am to 5pm.

Changing the Gain (Sensitivity)

The GAIN is the sensitivity of the device. The higher the Gain, the MORE sensitive; the lower the Gain, the LESS sensitive the device will be. The levels of the Gain range from 1 to 10. The factory default is set at 3. To increase or decrease the sensitivity, follow the steps below:

1. While unit is turned OFF, press and hold the MODE button.
2. Keep holding the MODE button and turn the unit on.
3. Once the Red indicator lights come on, release the MODE button. The unit will keep repeating the level at which the gain is set.
4. Press the MODE button to increase to the next level. The unit will announce the new level.
5. Once you have reached the level of Gain you want, turn off the unit.
6. When you reach Level 10, the unit will start over again at Level 1.
7. When you turn the unit back on, the Gain will be set to the new level.
8. The Gain will stay at this level until you reset it.