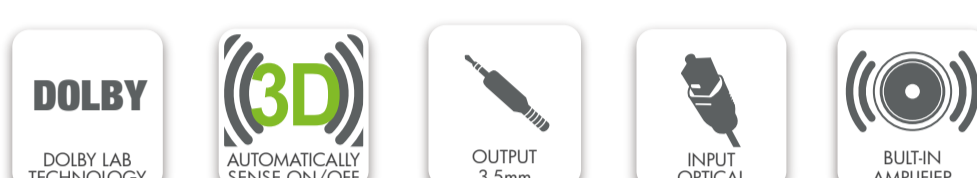


SEATURTLE

SURROUND SOUND AT HOME

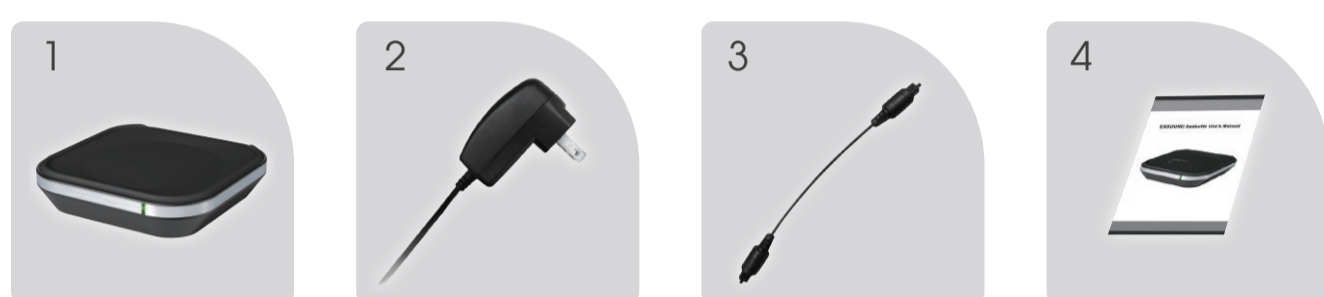


- *Built-in decoder will automatically identify Dolby Digital 5.1 or PCM formats
- *Simply just connect your media devices using S/PDIF(Optical) connection and output through 3.5mm AUX connection 2.1 channel speaker to enjoy the surround sound effect
- *With the ability to choose from modes for different EQ setting
- *Using Dolby Virtual Speaker technology to down mix the signal and play through 2.1 channel speaker with surround sound effect
- *Specifically made for Apple TV with unique ID design.
- Also compatible with any media device using S/PDIF connection



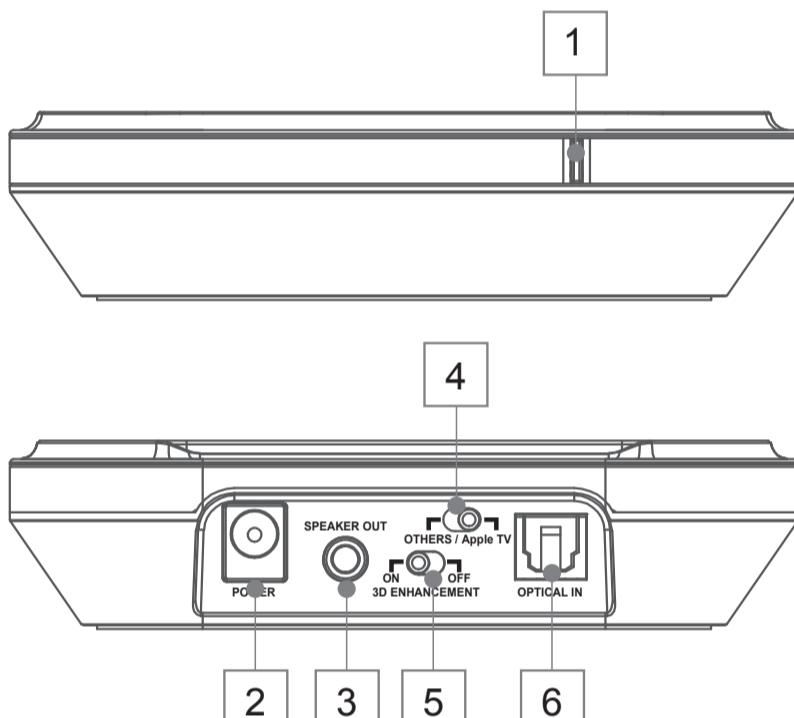
PACKAGE CONTENTS

1. One EXSOUND SeaTurtle Decoder Box
2. One Power Adaptor
3. One Optical Cable
4. One User's Manual

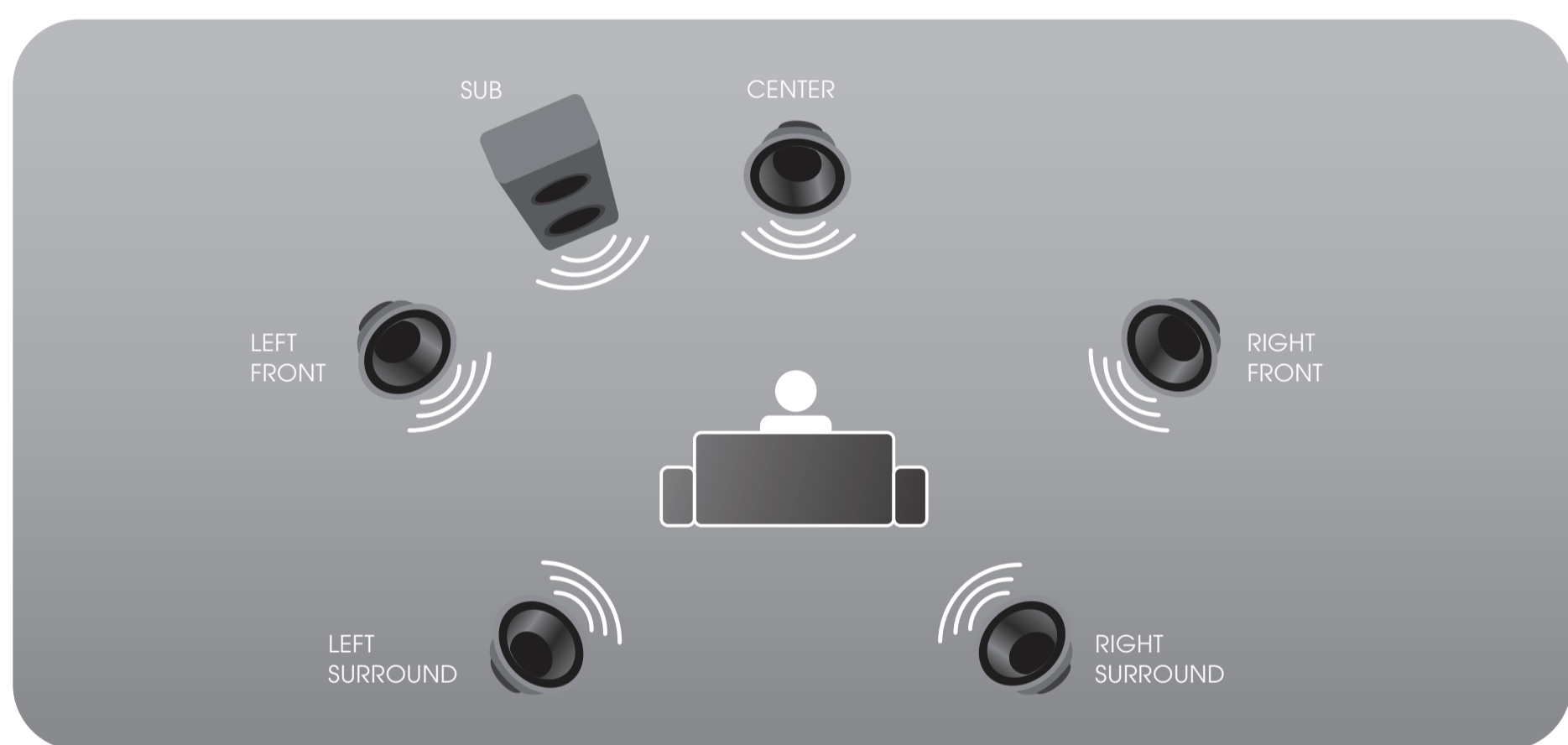


EXSOUND SEATURTLE DECODER BOX

1. LED Switch For Mode Selection
2. Power Adaptor Input
3. Output of 2.1 Channel Speakers
4. Switch For Input Device Selection
5. 3D Surrounding Sound Effect Switch
6. Input of Apple TV / Set-top Box / DVD / XBOX ONE[®] / PS4[™] (S/PDIF) Signals



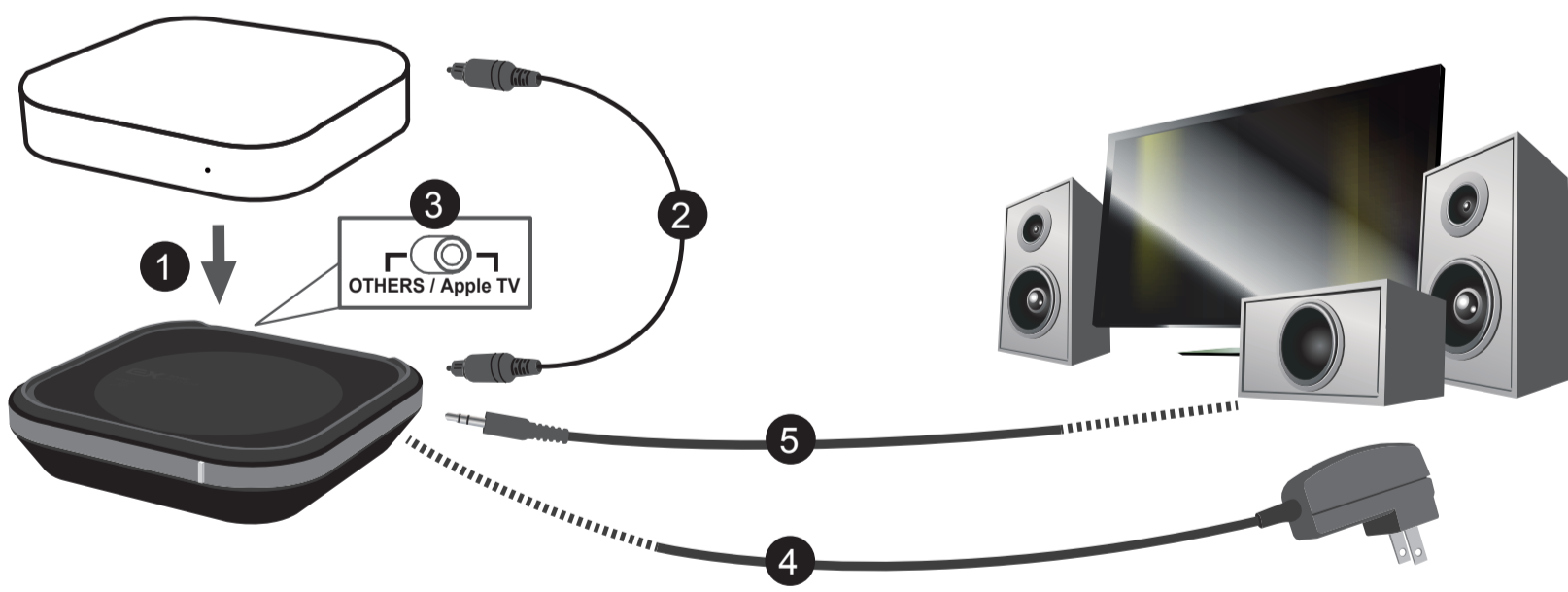
Dolby Surround Sound



More Information Please Visit - www.Dolby.com

CONNECT TO APPLE TV

1. Place Apple TV on SeaTurtle.
2. Connect SeaTurtle with Apple TV with Optical Cable.
(Note: Make sure the following setting is done: Settings- Audio/Video- Dolby Digital and turn "on.")
3. Switch The Input Device Selection to "Apple TV."
4. Input Power with The Power Adaptor.
5. Connect 2.1 Channel Speakers with SeaTurtle by Plugging to Speaker Out Jack.
6. Power on Apple TV, and SeaTurtle Will Automatically Power on When Receiving The Signal.



Connect to Other Set-top Box / DVD/ XBOX ONE[®] / PS4[™]

1. Connect SeaTurtle with Other Set-top Box / DVD / XBOX ONE[®] / PS4[™] with Optical Cable.
2. Switch The Input Device Selection to "OTHERS."
3. Input Power with the Power Adaptor.
4. Connect 2.1 Channel Speakers with SeaTurtle by Plugging to Speaker Out Jack.
5. Power on Set-top Box/ DVD, and SeaTurtle will Automatically Power on When Receiving The Signal.

