

**OPERATING INSTRUCTIONS
FOR THE MK-6/MK-6SOLAR MODEL
SPINCASTER GAME FEEDER**

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1. After unpacking the feeder unit you will notice a red thumbscrew on the side of the upper ring of the canister. Remove the thumbscrew and while holding the upper part of the canister with one hand, twist the bottom portion counterclockwise and it will come off and expose the timer and feeder battery. To close, match the alignment arrows and turn the bottom clockwise.

2. FEATURES AND FUNCTIONS:

- 12-Hour real time clock
- 4 Digit LCD display
- 9 Button membrane control panel
- 4 Independent programmable feeding times
- 3 Programmable feed durations
- Motor test switch
- Low battery detection
- Keypad accidental entry protection switch

3. IDENTIFYING THE TIMER CONTROLS:

After opening the canister study the clock controls. This will help you understand the instructions that follow. There are **4** feeding time buttons, **3** motor run duration buttons, a **"Set"** button and a **"Press-to-Test"** button.

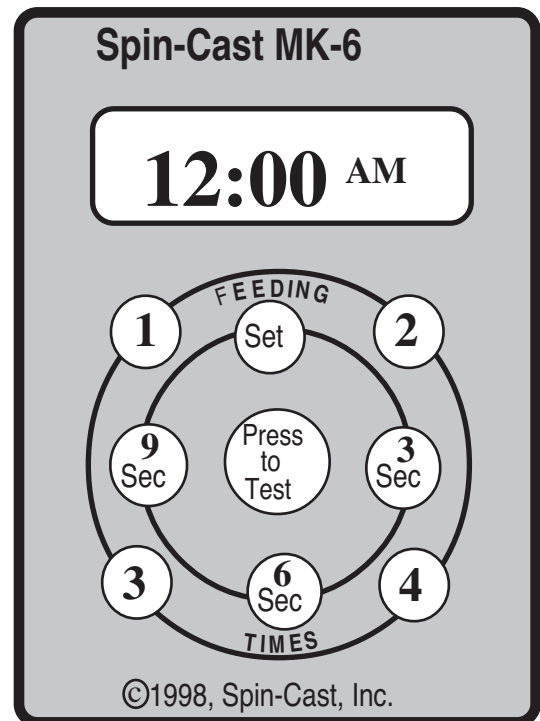
NOTE 1: THE "1" AND "2" BUTTONS ON THE CONTROL PANEL HAVE TWO FUNCTIONS. THEY ARE USED TO SET THE CLOCK AND ALSO TO SET THE FEED TIMES.

NOTE 2: THIS FEEDER WILL AUTOMATICALLY RETURN TO THE CLOCK MODE IF NO BUTTON IS PRESSED FOR 15 SECONDS, I.E., IF YOU SET THE HOUR AND WAIT MORE THAN 15 SECONDS TO PRESS THE "1" BUTTON THE FEEDER WILL RETURN TO THE CLOCK MODE.

4. SETTING THE CORRECT TIME OF DAY:

When you receive the feeder the display screen should show the time of day. To set the correct time of day press the **"Set"** button once. The feeder will **"beep"** one time and the hour on the display will blink. Press the **"2"** button to set the hour. Press the **"1"** button to move to the ten minute position. This position is used so you won't have to count through **60 minutes**. Press the **"2"** button to set the ten minute time. Press the **"1"** button to move to the one minute position. Press the **"2"** button to set the one minute. When you have the correct time on the display press the **"Set"** button. The feeder will **"beep"** twice and return to the clock mode.

5. SETTING THE FEEDING TIMES: The next step is to program the timer for the feedings that you wish to make. There are four feeding times available



in a 24 hour period. Press the "1" button and the display will look like the sample on the right. **The time of 0:00 is the "no feed setting."** To set the desired feeding time press the "Set" button once. The feeder will "beep" one time and the hour on the display will blink. Set the time using the "1" and "2" buttons the same way you set the correct time of day. After you have the feeding time on the display set the number of seconds you desire the motor to run by pressing the button for: ("3Sec" - 1 "beep"); ("6Sec" - 2 "beeps"); ("9Sec" - 3 "beeps".)

NOTE 3: YOU MUST SET THE "3", "6" OR "9 SEC" BUTTON BEFORE YOU PRESS THE "SET" BUTTON OR THE TIMER WILL NOT FEED.

Press the "Set" button. The feeder will "beep" twice and return to the clock mode. The number "1" should appear in the top left of the display. Repeat this procedure for the remaining feed times you wish to set using the "2", "3" and "4" buttons. When you have correctly set 4 feed times the numbers for feed times will appear in the display. (see sample on right)


6. PRESS-TO-TEST:

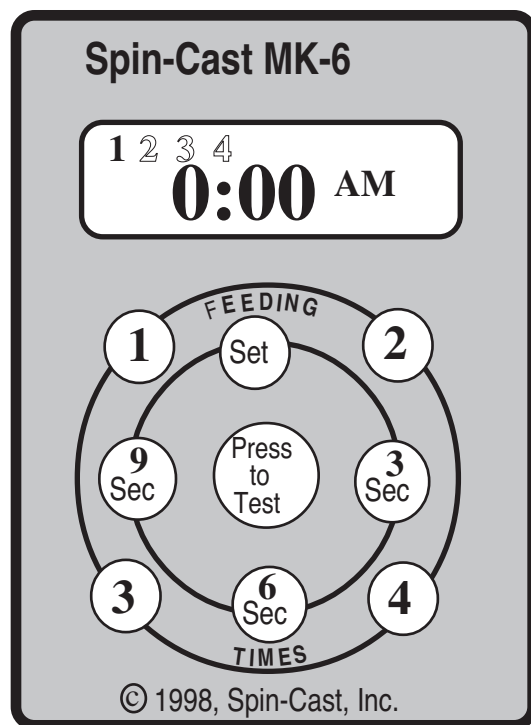
The "Press-to-Test" button works in any mode. The feeder will spin as long as the "Press-to-Test" button is held down. *This feeder throws feed at a significant force and can cause severe eye and skin damage resembling some advanced social disease. Stand clear of the area where the feed is being disbursed!*

7. LOW BATTERY INDICATOR:

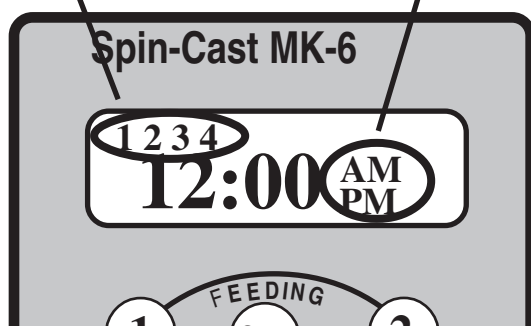
There are two different low battery indications. One for the 3V lithium backup battery and the other for the feeder battery. When the 3V battery is low the AM or PM will "blink." When the feeder battery is low the 1, 2, 3 and 4 feed times will all "blink." If you push the "Press-to-Test" button with a low feeder battery the motor will not turn and the feeder will "beep" 10 times.

8. KEYBOARD LOCKOUT SWITCH AND RESET BUTTON:

There is a slide switch and a push button located on the back left-hand side of the circuit board. The slide switch will lock out the keyboard when in the up position and a key  will appear in the display. This will prevent any accidental changes of your settings. The push button on



Blinks for low 3V battery
Blinks for low feeder battery



NOTE 4:

The internal lithium battery is for backup only and will maintain the correct time and feeding time in memory for up to two years without a feeder battery being installed. The lithium battery is replaceable. (Duracell DL 2430 or equivalent)

the back is the “**Reset**” button. If you press this button it will set your clock to 12:00AM and clear all of the feed times. If for any reason your timer appears to be locked up press the “**Reset**” button to get it started. **You will need to reprogram all of your times after pressing the “Reset” button.**

9. A WORD ABOUT BATTERIES: The MK-6 Solar comes with a rechargeable feeder battery installed and a solar panel to keep it charged. We fully charge the feeder battery before it leaves the factory. **(If you put this battery in storage and do not keep it charged it will go bad!)** Use the solar panel to maintain your battery. Be sure that the solar panel plug thumb latch is hooked. The solar panel **must face due south.** (use a compass) If you have varmints around your feeder they will chew on the solar panel wire. We make a Varmint Guard and also a Coon cable to prevent this. Contact your Spin-Cast dealer or contact us at the address below for info and prices. Always use exact replacement batteries in this feeder. We have a great deal of experience with this feeder and have furnished you the best performing batteries available. Battery substitutions will usually degrade the performance of the feeder. **Never install the battery without securing with the tiedown straps!**

Each feeder comes with a universal cone and a cutting template. To use this feeder on any container just locate the center of the bottom of the selected container; use the template as a guide and mark the hole size. Then cut out the 7" hole with a saber saw and drill three 1/4" holes. Place the cone on the **inside** of the barrel (outside if plastic barrel is used) and secure the feeder unit with the three stainless steel flange nuts and carriage bolts. If the carriage bolts are inserted from the inside of the barrel the square base of the bolt will cut into the cone and secure the bolt so that the nut can be tightened from the outside without having to back up the bolt from the inside. If the bolt is inserted from the outside of the barrel the square base of the bolt will cut into the ring of the top feeder housing when the nut is tightened from the inside. This leaves a smooth bolt head that cannot be unscrewed from the outside of the barrel and is designed when security is a concern.

WARNING!

When the control unit is attached to the barrel do not turn the barrel upside down and store outside! Do not transport the feeder when attached to the barrel! Wait until you get to the site before attaching the feeder unit to the barrel. When filling the feeder use clean feed! When hanging feeders are used do not hang with a rope or set the entire weight of the feeder on the plastic feeder control unit housing!

WARRANTY

Spin-Cast, Incorporated warrants the SpinCaster series of wildlife feeders against defects in material and workmanship for a period of one year. **(batteries excepted)** If within the one year period a defect should occur, Spin-Cast will at Spin-Cast's option and without cost to the customer either repair or replace the feeder. All feeders returned for warranty or other service should be well packed and the original sales slip enclosed. Ship via UPS to:

**Spin-Cast, Inc
5680 Randolph Blvd
San Antonio TX 78233
Phone: 210-653-7514**