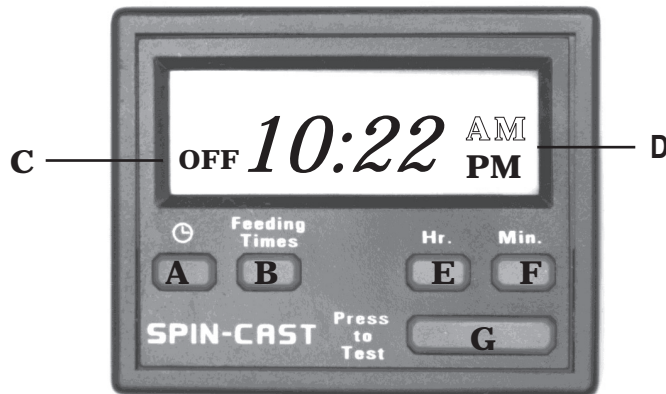


**OPERATING INSTRUCTIONS
FOR THE MARK 1 AND MARK 2 MODELS
OF THE SPINCASTER GAME FEEDER**

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1. After unpacking the feeder unit you will notice a small 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. **IDENTIFYING THE TIMER CONTROLS:** After opening the canister study the clock controls and become familiar with the names of the control buttons. The button marked "A" is located below the symbol that represents a clock dial. It is the "Clock Button." The button marked "B" is located below the words "Feeding Times." It is the "Feeding Times Button." "C" is the "Function Display" and is located on the left side of the clock display panel. "D" is the "Time Display;" "E" is the "Hour Setting Button;" "F" is the "Minute Setting Button" and "G" is the "Press-To-Test Button."



3. **SETTING THE CORRECT TIME OF DAY:** We intend to set the correct time on the clock when it leaves the factory. When you receive the feeder the display should look like the drawing above. We will have set the "Function Display" to the "OFF" position. To set the correct time on the clock press the "Clock Button" and while holding it down press the "Hour Button" and the hour display will progress forward. After you set the correct hour then set the correct minute by pressing the "Minute Button." If you overshoot try taking your finger off the button when you get close to the setting and press it one minute at a time. Same thing works with the Hour Button.

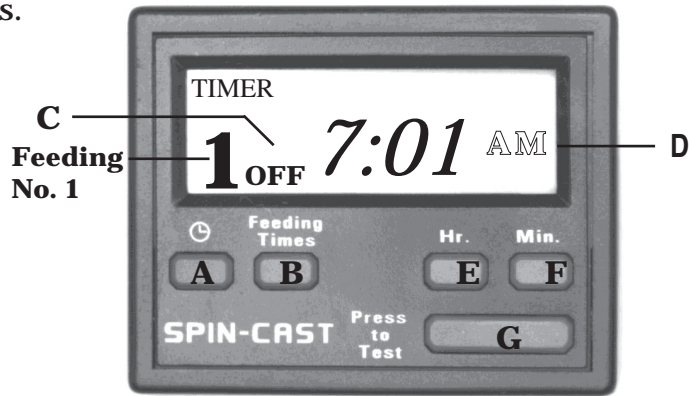
4. **SETTING THE FEEDING TIMES:** The next step is to program the timer for the number of feedings that you wish to make during a 24 hour period. Press the "Feeding Times Button" and the display will look like this:



The display reflects that this is Feeding Number 1; the function indicator shows "ON" and the feeding is set to occur at 7:00AM hours. You can change the feeding time by pressing the Hour and Minute Buttons.



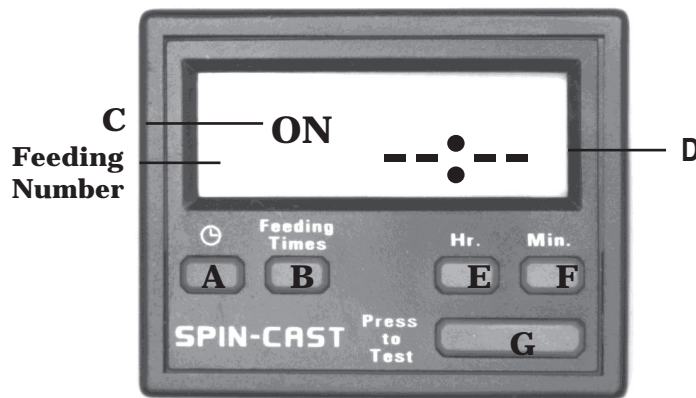
This next step tells the timer that you have finished with Feeding Number 1 and you want it to reset so that you can go to Feeding number 2. Press the "Feeding Times Button" again and the "Function Display" will continue to show Feeding Number 1; however the "ON" indication has changed to "OFF." See the illustration below. Using the hour and minute buttons set the "Time Display" **one minute ahead** to 7:01AM hours.



Now you have set the clock for the correct time and have set Feeding Number 1 to start and to stop. Again press "Feeding Times Button" and you will see the "Function Display" change to Feeding Number 2. Continue to follow the "ON" and "OFF" sequences until you have set the number of feedings you desire but remember do them in sequence and do not skip feeding times.

As an example: once you have set Feeding Number 1 at the morning feeding, DO NOT skip 2 through 5 feeding times and set feeding time number 6 for the evening feeding.

Don't need six feedings a day? You will notice that when setting the feeding times that there is a setting located between 00:00 hours and 1:00AM hours and after :59 on the minute display that looks something like this - - : - -. Assume you only want to set 2 feedings each day. Then the other four feedings must be set both "ON" and "OFF" with the - - : - - indications. All of the skipped feeding times would have a display that looks like this:



5. After all the feeding times are set, press the Clock Button and return the display to read the correct time of day. **If this step is not followed the feeder may not function properly.**

6. **PRESS TO TEST:** For illustration purposes; assume that you have set the correct time of day on the clock; set the feeding times (Number 1 "ON") at 7:00AM (and did not forget to set "OFF" at 7:01AM) and for the evening feeding (Number 2 "ON") at say 4:30PM ("OFF" at 4:31PM) and the other four feedings (numbers 3, 4, 5 and 6) are set at the - - : - - indications (both "ON" and "OFF"). When you press the "Clock Button" you will notice that the function display shows "OFF." If you did nothing else the timer would feed at 7:00AM and at 4:30PM daily. However; if you press the "Press-To-Test Button" the "Function Display" will change to "ON" and the motor will run the length of time that you have set on the "Feed Rate Knob" located directly above the clock/timer panel. Use the "Press-To-Test" button to return the Function Display to "OFF." It is a good habit to rapidly press the button twice, from "OFF" to "ON" and back "OFF" again.

7. **SAFETY FIRST:** When you get the feeder in the field and loaded with feed I know it is a proven impossibility to walk away from the feeder without trying it out just once. But before you succumb to the urge to push the "Press-To-Test" button remember this feeder throws the feed at a significant force and is strong enough to cause severe eye damage and something that looks like an advanced social disease to the skin. This danger exists out to around 30 feet from the feeder. **SO DON'T BE DUMB AND STAND IN THE SAME PLANE AS THE SPINNER IS THROWING THE FEED.**

8. **A WORD ABOUT BATTERIES:** The Mark 1 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. During periods of nonuse it is good preventive maintenance practice to charge the battery every 60 days. The solar panel will do this for you. **Note:** be sure that the solar panel plug thumb latch is hooked. The solar panel is specifically designed for this feeder. The only maintenance required is to keep dirt and bird droppings off the panel. The solar panel **MUST FACE SOUTH** (use a compass). If you have varmints around this feeder they will chew on the solar panel wire. We make a varmint guard to prevent this. Contact your SpinCaster dealer or contact us at the address below for info and prices.

The Mark 2 comes with an industrial grade 6 volt **nonrechargeable** alkaline battery installed. For best performance and longevity we suggest that you buy only exact replacement batteries. **DO NOT USE WITHOUT SECURING THE BATTERY WITH TIEDOWN STRAPS! Note:** When changing batteries or interrupting the power the clock will occasionally lockup. This is indicated by a steady colon which is located between the hour and minute display. If this condition occurs look behind the clock and locate the red/green/black wires. Follow these wires up to the blue circuit board plug. Disconnect this plug and wait one minute and reconnect. Press the clock button to start the clock and restore the blinking colon.

9. 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 and secure the feeder unit with the three nuts and bolts provided. **WHEN FILLING THE FEEDER USE CLEAN FEED AND DO NOT SET THE ENTIRE WEIGHT OF THE FEEDER ON THE PLASTIC FEEDER CONTROL UNIT HOUSING.** When the control unit is attached to the container **do not** turn the barrel upside down and store outside. Water will enter the Control Unit where the top and bottom plastic piece connect and your motor and electronics will rust out.

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.
5674 Randolph Blvd.
San Antonio TX 78233.**