

## 2 SETUP • LOAD BATTERY

Insert a fresh 6Volt/6ah lantern battery or equivalent. Connect the Red(+) & Black(-) clips to the battery and lower the battery hold down arms. Battery life is about 20 days depending on temperature and usage. When B = 20% Replace battery.



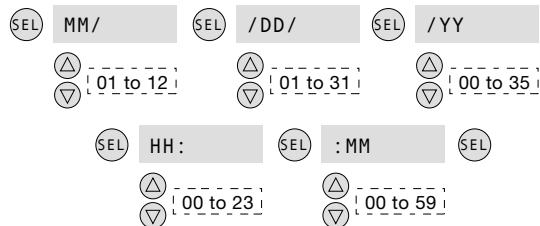
## SETUP • PROGRAMMING

### SETUP MENU

Press the (MODE) button on the game camera to enter setup. Press the (CHANGE BUTTONS) to scroll between setting choices. The feature setting will flash in the LCD until set. Press the (SELECT BUTTON) to accept settings and move to the next selection. Programming will rotate between functions until you exit the SETUP feature.

### ⇒ SETUP DATE/TIME

MM/DD/YY HH:MM



Press the (SELECT) button, LCD will show month (MM), use (CHANGE) buttons to set month, press (SELECT) to move to Day and change to set.

### ⇒ RESET EVENTS



Scroll using the (CHANGE BUTTONS) to choose whether you would like to reset the number of events counted. Choosing yes will reset the events back to (00).

### ⇒ ERASE IMAGES



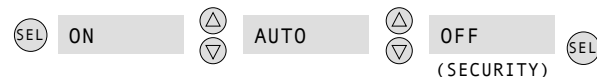
Scroll using the (CHANGE BUTTONS) to choose to erase any stored images on your game camera or optional memory card. Choosing YES will reset the events back to (00).

### ⇒ DEFAULT SETTINGS



Scroll using the (CHANGE BUTTONS) if you wish to set the camera to its default factory settings.

### ⇒ FLASH



Scroll using the (CHANGE BUTTONS), Press select to choose flash setting: (ON), (AUTO), OR (OFF). Security mode = (OFF); Status light will remain off during this setting.

### ⇒ IMAGE MODE



Scroll using the (CHANGE BUTTONS). Press select to choose between: (STILL), or (VIDEO).

### ⇒ IMAGE QUALITY



Scroll using the (CHANGE BUTTONS). Press select to choose between the image quality choices.

### ⇒ IMAGE DELAY



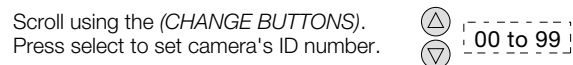
Scroll using the (CHANGE BUTTONS). Press select to choose between the image quality choices.

### ⇒ MULTI - IMAGE



Scroll using the (CHANGE BUTTONS). Press select to choose the number of pictures to be shot in sequence.

### ⇒ CAMERA ID



Scroll using the (CHANGE BUTTONS). Press select to set camera's ID number.

You are done with setup. To exit setup, press the (MODE) button again.

## 3 SETUP • MODE SELECTION

### GENERAL OPERATION

Your digital game camera can be used two ways.

- 1) Automatic (AUTO) mode records images using infrared detection. Use default or custom settings.
- 2) (HANDHELD) mode records images using manual operation when circumstances warrant.



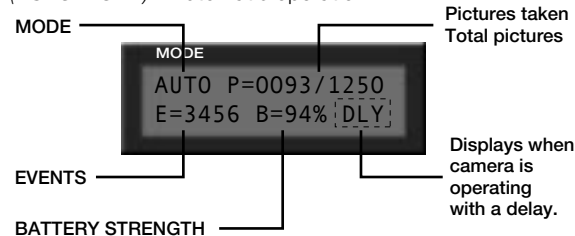
**NOTE: NEVER OPERATE THE CAMERA WITH FRONT DOOR OPEN.**

### SELECT MODE

Press the (MODE) button to scroll between modes. Choose between two operational modes.

### MODE SELECTIONS

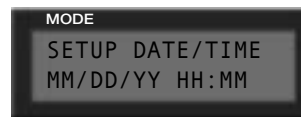
(AUTO MODE) - Automatic operation.



(HANDHELD MODE) - Manual operation.



(SETUP MODE) - Used to set Game Camera settings. This screen appears when the camera enters SETUP mode. Additional menu screens appear as you move through the SETUP functions. Please refer to (SETTING UP GAME CAMERA) to identify the different SETUP screen displays.



## 4 SETUP • DEFINITIONS

### CLOCK BATTERY

The small CR2025 button battery powers the clock. It should be replaced as required.

### TURNING THE UNIT ON / OFF

(POWER ON) In the Auto Mode the led flashes for 30 seconds before arming the system. When the LED goes out the system is working.

(TURNING OFF) The unit saves all setup data and turns OFF. Turning the unit ON & OFF resets the internal systems. This will not change your settings or erase images.

### EVENTS

(MULTIPLE PICTURES PER EVENT) Depending on user settings the camera may take 1, 2 or 3 pictures per event spaced approximately 15 seconds apart. If the camera fails to detect motion after the first detection the camera will still take subsequent pictures. When capture mode is set to video or the camera is in (HANDHELD) mode this setting is ignored.

### AUTOMATIC FUNCTIONS

(LOW LIGHT OR NIGHT SITUATIONS) The video clip function will be automatically switched to still photos in low light or night situations.

NOTE: First still in video will reflect user setup setting.

(DELAY STATUS MENU) During (AUTO) mode, when delay mode is activated it will be indicated on the LCD panel as (DLY).

### MEMORY ERROR MESSAGES

(MEMORY FULL) Turn off the unit; then turn it back on; when the unit is turned on it goes directly to the (SETUP) mode; Go to the (ERASE MEMORY) menu item to delete all the images from the memory or SD Card.

(SD CARD LOCKED) Turn the unit off; remove the SD card; unlock it; then insert it; then turn the unit back on SD CARD BAD-Turn the unit off; remove the SD card; insert a new SD card or clean the contacts; turn the unit back on

## 5 OPERATIONS • MOUNTING

### MOUNTING CAMERA

Using mounting straps, mount the system securely in the desired location.

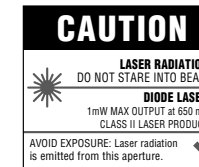


## OPERATIONS • AIMING LASER

### LASER AIMING (optional)

If your Game camera is equipped with a laser aiming device, slide the (POWER ON/OFF/AIM) Switch to the (AIM) position. Using the laser aim your camera. The red dot indicates the target area. Note you can also do "Walk" aim in the auto mode.

**CAUTION: Looking into laser may be hazardous to the eyes. Do not stare into beam or aim at other people unnecessarily.**



Product complies with applicable requirements of 21 CFR 1040.10 and 1040.11

**Laser Classification**  
Class II Laser Product  
Wavelength: 650nm  
Maximum Output: < 1mW