

OPERATIONS • INFRARED SENSOR

DETECTION

The game camera's infrared sensor will trigger camera when motion is detected in front of the camera infrared sensor.

AIMING INFRARED SENSOR

If your Game camera is not equipped with a laser aiming device you can use the systems (INFRARED SENSOR) to aim your camera. Walk in front of the camera and the Status Light will flash when you enter the field of view. This indicates Infrared activation.

6 MEMORY • CAPACITY & STORAGE

Your digital game camera has two types of memory capacity.

- 1) Internal memory.
- 2) Optional SD memory card.

NOTE: Optional SD memory card will override internal memory. Maximum card size is 256 MB.



MEMORY CHART Image capacity is based on average use and will vary.

Image	Internal Memory
Standard	640 x 480 = 100 pics.
High Res	1280 x 1024 = 24 pics
Video Clips	10 frames per sec. = 9
Image	Optional 256 MB Card
Standard	640 x 480 = 2,320 pics.
High Res	1280 x 1024 = 608 pics
Video Clips	10 frames per sec. = 288

IMPORTANT: Always turn unit off when inserting or removing a memory card to avoid damage and ensure that the camera properly updates the memory information.

SD MEMORY CARD NOT INSTALLED: When the camera is turned on and an SD memory card is not present, pictures are automatically stored in the on-board camera memory. The stored images may only be viewed on a computer or TV connected to the unit.

INSERTING AN SD MEMORY CARD: When an SD memory card is inserted, any pictures stored in the camera on-board memory become inaccessible, but are not lost. The user can access these pictures via the camera USB port when the SD memory card is not installed.

NOTE: If you get a message (CHECK MEMORY CARD) Your card may be locked, full or defective and will not work.

OPERATIONS • IMAGE VIEWING

TV IMAGE VIEWING

Move the Switch to (ON). Connect unit TV OUT to a VIDEO IN jack on your TV. Use the (CHANGE) buttons to scroll through recorded images. Video cable included. TV OUT works only in (SETUP) mode. All pictures on memory card can be printed or edited directly from the card.



Use optional card reader to read images on card.

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.



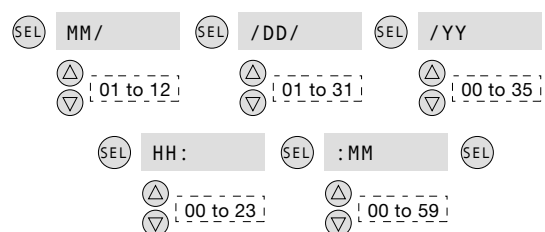
SETUP • PROGRAMMING

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).

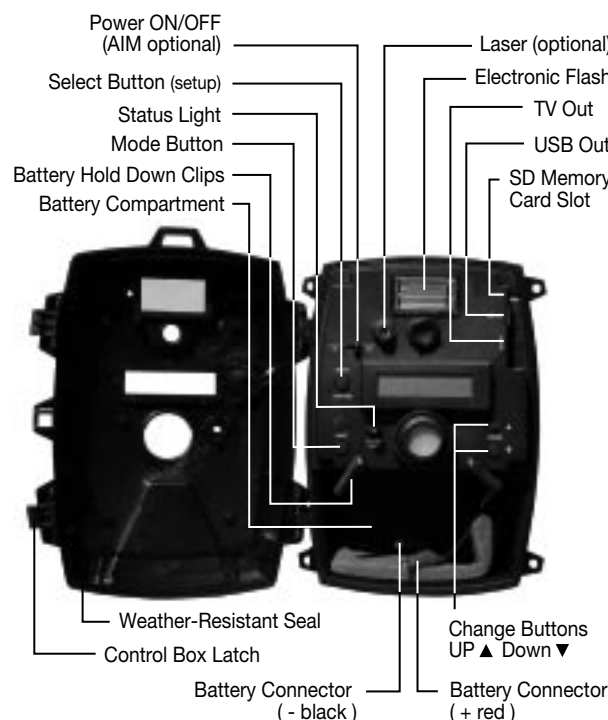
COMPUTER IMAGE VIEWING (Setup Mode Only)

Move the Switch to (ON). Connect unit USB OUT to a USB jack on the computer. Double click "My Computer" on the desktop and browse "removable disk". USB works only in SETUP mode. All your images will be stored inside. Images can be downloaded to your hard drive. The first image in the video mode is still and contains time and date information for the video clip.



NOTE: PC requires windows 2000/ME/XP.

7 CAMERA • DESCRIPTION



8 CAMERA • SPECIFICATIONS

Operational Mode	Auto or Handheld
Housing	Weather-resistant and lockable
Display	Liquid Crystal Display (LCD)
LCD Status Display	Operating Mode Pictures taken Pictures left Events Battery Strength Camera status Camera, Flash or IR activity
Status LED	1.3 Megapixel
Sensor	Stores pictures or video
Built-in Memory	Up to 256 MB SD card (optional)
Memory Card	JPEG - Still pictures, AVI - Video clips
Format	USB OUT, TV OUT, SD Card
Image Output	Requires PC / Windows 2000/ME/XP.
USB Output	Variable 1 Minute - 60 Minutes
Picture Delay	15 Seconds between still pictures
Sequential Delay	Multi element, 10.2mm, F:2.8
Lens	42°
Field of View	4' - Infinity
Focus	Passive
Infrared Sensor	32'
Infrared Distance	22°
Infrared Width	On, Auto or Off (Security)
Flash	30'
Flash Range	15 Seconds
Flash Cycle	6 Volt Lantern Battery or equivalent
Power Supply	20 day average with 6 volt/6 ah battery
Duty Cycle	Alligator clips, red = (+) / black = (-)
Power Connection	Holds battery in place
Battery Hold Downs	3 Volt battery powers LCD Time/Date
Clock Battery	Class 2
Laser Aim (optional)	7" X 10.25" X 3.5"
Size	Rechargeable battery, Memory Cards.
Accessories	

WARRANTY

This product has been thoroughly tested and inspected before shipment. It is guaranteed from defects in material and workmanship from the date of purchase for 1 year. Under this limited guarantee we agree to replace or repair free of charge any part or parts which have been found to be defective in original material or workmanship. Should you require in-warranty service, call our Customer Service Department. If your problem cannot be addressed over the telephone, we may need you to send us your defective product plus proof of purchase.

IMPORTANT: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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DIGITAL GAME CAMERA 100

USER MANUAL

Please take a few minutes to read and understand these instructions before using.

1 QUICK START

3 EASY STEPS and you are ready to go!

A Load Battery and Turn On Power



B Set Time and Date



C Set to Auto and Wait for Light to Go Out



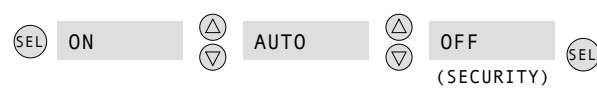
MFHDGC_INSTRUCTIONS_INSIDE SPREAD_8.26.05

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



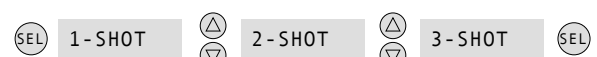
Scroll using the (CHANGE BUTTONS). Press select to choose between the image quality choices.

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.



Displays when camera is operating with a delay.

(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; unhook 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.

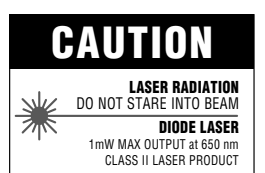


OPERATIONS • AIMING LASER

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