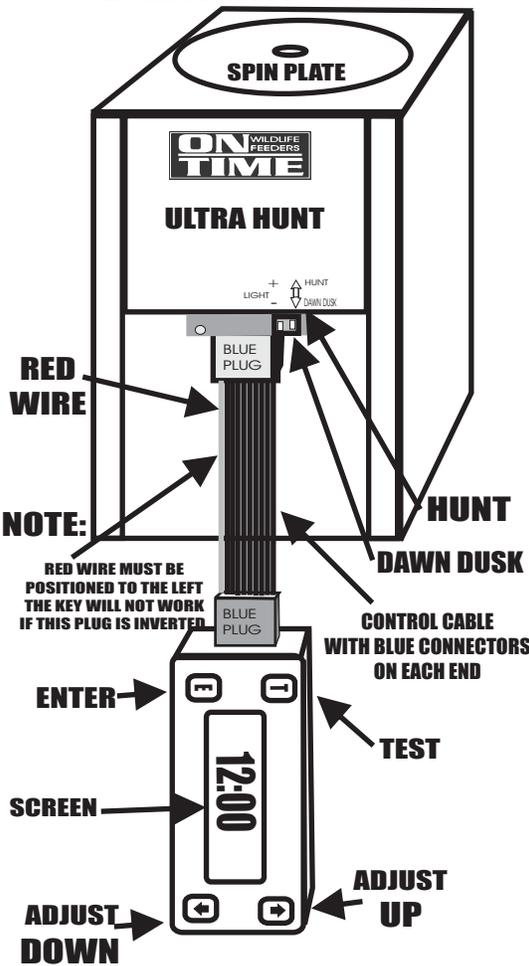


CAUTION! SAFETY GLASSES MUST BE USED AT ALL TIMES.

ULTRA HUNT FEEDER



DIGITAL KEY

THE DIGITAL KEY HAS NO BATTERY. THE KEY BORROWS POWER FROM THE ULTRA HUNT FEEDER UNIT.

FIG. #1

QUICK SET

PUSH **ENTER** REPEATEDLY UNTIL THE SCREEN DISPLAYS **TIME OF DAY**. USE UP DOWN KEYS TO SET THE CURRENT TIME OF DAY. UNPLUG KEY YOUR UNIT WILL NOW FEED AT 7:00 AM THEN AGAIN AT 4:00 PM. FOR 8 SECONDS THIS IS FACTORY PRESET INFORMATION.

THESE SETTINGS ARE THE MOST POPULAR USED BY MOST CUSTOMERS

DETAILED DIGITAL OPERATION

1. INSTALL A 6 VOLT OR 12 VOLT BATTERY IN THE FEEDER UNIT. (THE DIGITAL KEY HAS NO BATTERY. THE KEY BORROWS POWER FROM THE MAIN UNIT.) A 10 SECOND COUNT DOWN WILL BEGIN AND THE UNIT WILL RUN THE SPIN PLATE FOR 5 SECONDS TO TEST THE UNIT. **PLEASE NOTE THAT SAFETY GLASSES MUST BE USED AT ALL TIMES WHILE WORKING WITH THIS UNIT.**

2. PLUG THE CONTROL CABLE INTO THE DIGITAL KEY. AND THE ULTRA HUNT FEEDER UNIT. SEE FIG #1. MAKE SURE THE **RED WIRE** IS ON THE LEFT SIDE AS ILLUSTRATED IN FIG. #1.

DIGITAL KEY INSTRUCTIONS

DETAILED DIGITAL OPERATION CONT.

3. OBSERVE THE SCREEN. PRESS THE **ENTER** BUTTON TWO TIMES. THIS SHOULD BRING UP A DISPLAY ON THE SCREEN. THE KEY SCREEN CAN DISPLAY ALL INFORMATION ABOUT THE UNIT. THE INFORMATION IS DISPLAYED ONE SCREEN AT A TIME, AND WILL CYCLE THRU ALL OF THE INFORMATION AVAILABLE. THIS IS ACHIEVED BY PUSHING THE ENTER BUTTON. EACH TIME THE ENTER BUTTON IS PUSHED, THERE WILL BE A DIFFERENT SCREEN OF INFORMATION. AFTER THE ENTER BUTTON HAS BEEN REPEATEDLY PUSHED, THE SCREEN WILL START TO REPEAT THE INFORMATION.

AT THIS TIME PLEASE PUSH **ENTER** REPEATEDLY UNTIL THE SCREEN SHOWS **ARMED** WITH A TIME DISPLAYED. (THE TIME WILL BE SET TO THE CORRECT TIME IN ANOTHER STEP) THIS WILL GIVE A DEFINED SCREEN TO BEGIN YOUR OPERATING SET-UP INSTRUCTIONS.

NOTE: AFTER GOING THRU THE INSTRUCTION SEQUENCE, YOU WILL SEE JUST HOW EZ THE SET UP IS. THE SCREEN WILL ACTUALLY GUIDE YOU ALONG AS YOU PUSH ENTER THE SCREEN WILL DISPLAY INFORMATION THAT YOU WILL AGREE WITH, OR YOU WILL ADJUST.

4. WITH THE SCREEN IN THE **ARMED** STATE, PUSH ENTER ONE TIME. THE SCREEN WILL NOW DISPLAY **TIME OF DAY** (WITH A TIME SHOWING). USING THE ADJUST KEYS, ADJUST THE ON SCREEN TIME DISPLAY TO THE CORRECT TIME OF DAY

IF YOU NEED TO MAKE A MAJOR CORRECTION, THE UNIT WILL GO INTO RAPID MOVEMENT OF THE NUMBERS. HOLD THE UP OR DOWN KEY FOR 5-6 SECONDS, AND THE MOVEMENT WILL GO INTO RAPID SET

AFTER THE CORRECT TIME OF DAY HAS BEEN SET, PUSH **ENTER** KEY ONE TIME. THE SCREEN WILL NOW DISPLAY **FEED TIME 1** (THE DEFAULT TIME IS 7:00 AM, THIS IS THE MOST COMMON TIME USED, BUT IF YOU DESIRE USE THE UP DOWN KEYS TO SET THE DESIRED TIME.

PUSH **ENTER** ONE TIME. THE SCREEN WILL DISPLAY **RUN TIME** THIS CAN BE SET FROM 0 - 20 SEC. THE MOST USED SETTING IS 8 SECONDS. YOUR UNIT HAS A DEFAULT SETTING USING 8 SECONDS. IF YOU DO NOT WANT 8, USE THE ADJUST KEYS TO SET FROM 0 - 20.

NOW **ENTER** ONE TIME. THE SCREEN WILL DISPLAY **FEED TIME 2** 4:00 PM IS A COMMON TIME FOR THE SECOND FEEDING, AND THE UNIT DEFAULTS AT THIS TIME. YOU MAY CHANGE THIS TIME BY USING THE UP AND DOWN KEYS UNTIL THE DESIRED TIME FOR THE SECOND FEEDING IS DISPLAYED. **ENTER**

THE SCREEN WILL NOW DISPLAY **FEED TIME 3** THE DEFAULT TIME DISPLAYED IS 12:00 NOON. THIS IS A VERY COMMON TIME FOR THE 3RD FEEDING, BUT IS NOT OFTEN USED. NOW **ENTER**

THE SCREEN WILL NOW DISPLAY **RUN TIME OFF** THIS IS THE UNITS DEFAULT SINCE THE 3RD FEEDING IS RARELY USED. THIS 3RD FEEDING CAN BE SET FROM OFF UP TO 20 SECONDS. USE THE ADJUST KEYS UP OR DOWN. ONCE A 1 UP TO 20 SECOND SETTING HAS BEEN SET, THE 3RD FEEDING WILL BE USED ON SCHEDULE. THE UNIT HAS A 4TH FEEDING POSSIBLE. THE UNIT HAS A FEATURE THAT DELETES ALL INFORMATION BELOW THE LAST FEEDING THAT HAS A RUN TIME SET TO THE OFF POSITION. IF YOU WANTED TO USE THE 4 TH SETTING, YOU MUST SET THE RUN TIME FOR FEED TIME 3 FROM 1 - 20 SECONDS. THEN IF ENTERED THE SCREEN WILL ALLOW YOU TO DISPLAY THE 4TH FEEDING. NOW **ENTER**

THIS NOW

TAKES YOU BACK TO THE **ARMED** DISPLAY WITH THE CORRECT TIME OF DAY. ALL POSSIBLE SCREENS HAVE BEEN DISPLAYED FOR YOU. IF ENTER KEY IS REPEATEDLY PUSHED, YOU WILL CYCLE THRU ALL OF THE SCREENS AGAIN. AS YOU REVIEW THE DIFFERENT SCREENS, ADJUSTMENTS CAN BE MADE. THE ULTRA HUNT WILL REMEMBER ALL OF THE SETTINGS, AND THE KEY MAY BE REMOVED.

IF 2 MINUTES PASS BY WITH NO KEY ENTRIES, THE SCREEN WILL GO BLANK. YOU CAN RESTORE THE SCREEN BY PUSHING THE ENTER KEY ONE TIME. IF THE DESIRED SCREEN IS NOT SHOWN, KEEP PUSHING ENTER KEY UNTIL THAT SCREEN REAPPEARS.

WITH THE SCREEN DISPLAY IN THE **ARMED** STATE, NOW **TEST** THE UNIT. PUSH THE TEST BUTTON. THE UNIT WILL DO A 10 SECOND COUNT DOWN, AND RUN THE MOTOR FOR 5 SECONDS. NOTE THAT THE TEST WILL ONLY WORK WHEN THE SCREEN IS IN THE ARMED STATE. (ALSO SEE DAWN DUSK HUNT INSTRUCTIONS SECTION).

DAWN DUSK MODE

SET THE DAWN DUSK / HUNT SWITCH TO DAWN DUSK. THE UNIT WILL DO A 10 SECOND COUNTDOWN AND THEN A 5 SECOND MOTOR RUN. WAIT 2 MINUTES UNTIL THE CIRCUIT HAS TIME TO CALCULATE THE CONDITION OF THE LIGHT. NOW PLUG CONTROL CABLE AND KEY INTO THE ULTRA HUNT.

KEEP PUSHING THE **ENTER** KEY UNTIL THE **TIME OF DAY** (NOT THE ARMED DISPLAY) SCREEN IS SHOWING.

NOW PUSH THE **TEST** BUTTON. THE KEY WILL DISPLAY A COUNT DOWN FROM 10 DOWN TO 00, AND THE MOTOR WILL RUN FOR 5 SECONDS.

THE SCREEN WILL NOW DISPLAY **d8** THE d IS THE SYMBOL USED FOR DAWN DUSK MODE. THE 8 IS THE MOTOR RUN TIME. THE UNIT WILL NOW FEED AT SUNRISE, AND AGAIN AT SUNSET, FOR 8 SECONDS RUN TIME (ABOUT 1 POUND OF CORN).

THE RUN TIME CAN BE CHANGED WITH THE KEY. USE THE ADJUST KEYS TO GO UP OR DOWN. THE RAPID MOVEMENT OF THE NUMBERS DOES NOT WORK FOR THIS FUNCTION. YOU MUST PUSH ONE TIME FOR EACH SECOND THAT YOU ADD OR SUBTRACT. A POSSIBLE OF 1 TO 20 SECONDS IS POSSIBLE.

THE KEY MAY NOW BE REMOVED AND THE UNIT WILL FEED EVERY MORNING AND EVERY EVENING UNTIL ANOTHER SET OF INSTRUCTIONS ARE ENTERED.

HUNT MODE

SET THE DAWN DUSK / HUNT SWITCH TO HUNT MODE. THE UNIT WILL DO A 10 SECOND COUNTDOWN AND THEN A 5 SECOND MOTOR RUN. WAIT 2 MINUTES UNTIL THE CIRCUIT HAS TIME TO CALCULATE THE CONDITION OF THE LIGHT. NOW PLUG CONTROL CABLE AND KEY INTO THE ULTRA HUNT.

KEEP PUSHING THE ENTER KEY UNTIL THE **TIME OF DAY** (NOT THE ARMED DISPLAY) SCREEN IS SHOWING.

NOW PUSH THE **TEST** BUTTON. THE KEY WILL DISPLAY A COUNT DOWN FROM 10 DOWN TO 00, AND THE MOTOR WILL RUN FOR 5 SECONDS.

THE SCREEN WILL DISPLAY **H30** THE H IS THE SYMBOL USED FOR HUNT MODE. AND THE 30 IS FOR 30 MINUTES BETWEEN FEEDINGS. THE SETTING CAN BE CHANGED USING THE ADJUSTMENT KEYS ON THE KEY. AGAIN, YOU MUST GO ONE PUSH AT A TIME TO SET THE UNIT FROM 15 UP TO 99 MINUTES BETWEEN THE SHORT FEED CYCLE OF 2 SECOND MOTOR RUN TIMES.

THE ULTRA HUNT WILL FEED AT SUNRISE, THEN EVERY 30 MIN. THE UNIT WILL DO A 2 SECOND BURST OF FEED. THIS CONTINUES ALL DAY UNTIL SUNSET. THE UNIT THEN CUTS OFF FOR THE NIGHT TIME, AND STARTS ALL OVER AGAIN THE NEXT DAY. THIS TYPE OF FEATURE IS GREAT FOR HUNTING. IT SEEMS TO HOLD THE GAME IN YOUR AREA ALL DAY. THE KEY WILL ALLOW YOU TO SET DIFFERENT CYCLES FROM THE DEFAULT OF 30 MIN.

SPECIAL NOTES

THE ULTRA HUNT UNIT CAN BE USED FOR DIGITAL FEED TIMES UP TO 4 DIFFERENT FEEDINGS, BUT WHEN USED IN THIS MODE THE DAWN DUSK, HUNT MODES OF OPERATION ARE CUT OFF AUTOMATICALLY TO MOVE FROM THE DIGITAL MODE OVER TO THE DAWN DUSK / HUNT MODE. YOU MUST GO TO THE **TIME OF DAY** SCREEN. THEN PUSH THE **TEST** BUTTON. THERE WILL BE THE COUNTDOWN, THEN A 5 SECOND TEST. AFTER THE TEST THE UNIT GOES INTO DAWN DUSK / HUNT MODE. DEPENDING ON THE POSITION OF THE SWITCH. (HUNT OR DAWN DUSK). TO GO BACK TO THE DIGITAL MODE. PUSH THE ENTER KEY TWO TIMES AND YOU ARE BACK TO THE DIGITAL SETTING. (BE SURE TO RESET THE TIME OF DAY AND FEED TIMES WHEN GOING FROM THE DAWN DUSK HUNT MODES.